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Unique solved — Benq

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

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Filters: none

Count: 3,892

1.

2211A

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2.

2183A

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3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)

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4.

2152A

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5.

2147A

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6.

2141A

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7.

2122A

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Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

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8.

2096A

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9.

2084A

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10.

2062A

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11.

2061A

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2057A

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13.

2053A

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14.

2034A

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15.

2039A

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16.

2029A

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17.

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18.

1998A

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19.

1991A

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20.

1987A

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21.

4A

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22.

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23.

1930A

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24.

1919B

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25.

1919A

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26.

1916A

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27.

1909A

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28.

1896A

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29.

1864A

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30.

1791C

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31.

1791B

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32.

1791A

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33.

1787A

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34.

1779A

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35.

1763A

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36.

1731A

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37.

1761A

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38.

1750B

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39.

1750A

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1746B

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41.

1746A

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42.

1618B

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43.

1672A

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44.

1621A

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45.

1616A

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46.

1615A

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47.

1566B

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48.

1566A

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49.

1556A

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50.

1552A

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51.

1553A

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52.

1530B

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53.

1530A

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54.

1534A

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55.

1515A

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56.

1517A

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57.

1491A

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58.

1466B

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59.

1466A

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60.

1450A

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61.

1431A

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62.

1437A

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63.

1428A

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1408A

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65.

1392B

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66.

1392A

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67.

1368A

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68.

1347C

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69.

1347A

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70.

1305A

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71.

1311A

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72.

1307A

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73.

1285A

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74.

1283A

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75.

1284A

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76.

1270A

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77.

1209A

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78.

1196A

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79.

1200A

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80.

1206A

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81.

1212A

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82.

1207A

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83.

1178A

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84.

1194A

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[Beng's solution](#)

85.

1171D

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86.

1171B

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[Beng's solution](#)

87.

1171A

[Dice Rolling · Tutorial](#)

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88.

1146A

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89.

1097A

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90.

1091A

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91.

1081A

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92.

1093A

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93.

1056A

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94.

1061A

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95.

1043A

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96.

1028A

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97.

1017A

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98.

1006A

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99.

1002A1

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100.

992A

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101.

976A

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102.

965A

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103.

964A

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104.

959A

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105.

932A

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[Beng's solution](#)

106.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,157 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy

[Beng's solution](#)

107.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Beng's solution](#)

108.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

109.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: implementation, sortings

[Beng's solution](#)

110.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,231 global accepts · Rating: 800 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[Beng's solution](#)

111.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

112.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

113.

908A

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Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

114.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Beng's solution](#)

115.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,090 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

116.

520A

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Quality: 127,502 global accepts · Rating: 800 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Beng's solution](#)

117.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,374 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Beng's solution](#)

118.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

119.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 800 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

120.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

121.

802G1

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Quality: 8,139 global accepts · Rating: 800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Beng's solution](#)

122.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Beng's solution](#)

123.

794A

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Quality: 7,772 global accepts · Rating: 800 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

124.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 800 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

125.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,334 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Beng's solution](#)

126.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,939 global accepts · Rating: 800 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: implementation, strings

[Beng's solution](#)

127.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[Beng's solution](#)

128.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Beng's solution](#)

129.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

130.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

131.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · Java 8 (first AC) · Tags: math

[Beng's solution](#)

132.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Beng's solution](#)

133.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Beng's solution](#)

134.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,796 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Beng's solution](#)

135.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

136.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

137.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,179 global accepts · Rating: 800 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

138.

782A

[Andryusha and Socks](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

139.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[Beng's solution](#)

140.

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,545 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[Beng's solution](#)

141.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,078 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[Beng's solution](#)

142.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · Java 8 (first AC) · Tags: brute force, math

[Beng's solution](#)

143.

746A

[Compute](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

144.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,283 global accepts · Rating: 800 · first AC: 2016-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Beng's solution](#)

145.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Beng's solution](#)

146.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,822 global accepts · Rating: 800 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Beng's solution](#)

147.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

148.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

149.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Beng's solution](#)

150.

710A

[King Moves](#) · [Tutorial](#)

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[Beng's solution](#)

151.

707A

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Quality: 55,783 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

152.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,057 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

153.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,576 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

154.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,007 global accepts · Rating: 800 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Beng's solution](#)

155.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 800 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

156.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,932 global accepts · Rating: 800 · first AC: 2016-07-12 · Java 8 (first AC) · Tags: implementation, strings

[Beng's solution](#)

157.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,412 global accepts · Rating: 800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Beng's solution](#)

158.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

159.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,963 global accepts · Rating: 800 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Beng's solution](#)

160.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,531 global accepts · Rating: 800 · first AC: 2016-05-17 · Python 3 (first AC) · Tags: implementation

[Beng's solution](#)

161.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,193 global accepts · Rating: 800 · first AC: 2016-05-17 · last AC: 2016-05-17 · PyPy 3 (first AC) · Tags: implementation

[Beng's solution](#)

162.

231A

[Team](#) · [Tutorial](#)

Quality: 430,173 global accepts · Rating: 800 · first AC: 2016-05-17 · Python 3 (first AC) · Tags: brute force, greedy

[Beng's solution](#)

163.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,639 global accepts · Rating: 800 · first AC: 2016-05-17 · Python 3 (first AC) · Tags: greedy, math

[Beng's solution](#)

164.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,403 global accepts · Rating: 800 · first AC: 2016-04-22 · Java 8 (first AC) · Tags: *special, implementation

[Beng's solution](#)

165.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

166.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Beng's solution](#)

167.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

168.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,493 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory

[Beng's solution](#)

169.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,145 global accepts · Rating: 800 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: strings

[Beng's solution](#)

170.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 800 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Beng's solution](#)

171.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: math

[Beng's solution](#)

172.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: implementation, math

[Benq's solution](#)

173.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[Benq's solution](#)

174.

617A

[Elephant](#) · [Tutorial](#)

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[Benq's solution](#)

175.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,744 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation

[Benq's solution](#)

176.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Benq's solution](#)

177.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Benq's solution](#)

178.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,360 global accepts · Rating: 900 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Benq's solution](#)

179.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Benq's solution](#)

180.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,749 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Benq's solution](#)

181.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,567 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Benq's solution](#)

182.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Benq's solution](#)

183.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,572 global accepts · Rating: 900 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Beng's solution](#)

184.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

185.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,526 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Beng's solution](#)

186.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[Beng's solution](#)

187.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, implementation

[Beng's solution](#)

188.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Beng's solution](#)

189.

1347B

[Square?](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[Beng's solution](#)

190.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

191.

1324A

[Yet Another Tetris Problem](#) · [Tutorial](#)

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-16 · Kotlin 1.4 (first AC) · Tags: implementation, number theory

[Beng's solution](#)

192.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 900 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[Beng's solution](#)

193.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

194.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,032 global accepts · Rating: 900 · first AC: 2019-09-06 · Kotlin 1.4 (first AC) · Tags: implementation, strings

[Beng's solution](#)

195.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,508 global accepts · Rating: 900 · first AC: 2019-09-02 · PyPy 3 (first AC) · Tags: dp, implementation

[Beng's solution](#)

196.

1212B

[Two-gram](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-08-31 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Beng's solution](#)

197.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · Kotlin 1.4 (first AC) · Tags: math

[Beng's solution](#)

198.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-28 · Kotlin 1.4 (first AC) · Tags: greedy, math

[Beng's solution](#)

199.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 900 · first AC: 2019-08-28 · Kotlin 1.4 (first AC) · Tags: math

[Beng's solution](#)

200.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Beng's solution](#)

201.

1171E

[Doggo Recoloring](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-05-23 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Beng's solution](#)

202.

1171C

[Letters Rearranging](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-05-23 · Kotlin 1.4 (first AC) · Tags: *special, sortings, strings

[Beng's solution](#)

203.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Beng's solution](#)

204.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Beng's solution](#)

205.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,525 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Beng's solution](#)

206.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,855 global accepts · Rating: 900 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Beng's solution](#)

207.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Beng's solution](#)

208.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,950 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

209.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Beng's solution](#)

210.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Beng's solution](#)

211.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 900 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Beng's solution](#)

212.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

213.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Beng's solution](#)

214.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

215.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

216.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Benq's solution](#)

217.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Benq's solution](#)

218.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Benq's solution](#)

219.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Benq's solution](#)

220.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Benq's solution](#)

221.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Benq's solution](#)

222.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Benq's solution](#)

223.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Benq's solution](#)

224.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Benq's solution](#)

225.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 900 · first AC: 2017-09-21 · last AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Benq's solution](#)

226.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[Benq's solution](#)

227.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,047 global accepts · Rating: 900 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[Beng's solution](#)

228.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

229.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

230.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,246 global accepts · Rating: 900 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Beng's solution](#)

231.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Beng's solution](#)

232.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

233.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

234.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,000 global accepts · Rating: 900 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

235.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

236.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,201 global accepts · Rating: 900 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Beng's solution](#)

237.

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Beng's solution](#)

238.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · Java 8 (first AC) · Tags: implementation, strings

[Beng's solution](#)

239.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,884 global accepts · Rating: 900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Beng's solution](#)

240.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Beng's solution](#)

241.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

242.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[Beng's solution](#)

243.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

244.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,989 global accepts · Rating: 900 · first AC: 2016-05-17 · Python 3 (first AC) · Tags: implementation

[Beng's solution](#)

245.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,675 global accepts · Rating: 900 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Beng's solution](#)

246.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,886 global accepts · Rating: 900 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: greedy

[Beng's solution](#)

247.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,982 global accepts · Rating: 900 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Beng's solution](#)

248.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

249.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,213 global accepts · Rating: 900 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: math

[Beng's solution](#)

250.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,828 global accepts · Rating: 900 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: implementation, strings

[Beng's solution](#)

251.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,455 global accepts · Rating: 900 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Beng's solution](#)

252.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,675 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

253.

611A

[New Year and Days](#) · [Tutorial](#)

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

254.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,277 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

255.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,459 global accepts · Rating: 900 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: sortings

[Beng's solution](#)

256.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,954 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

257.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,158 global accepts · Rating: 1000 · first AC: 2016-01-31 · last AC: 2025-07-23 · GNU C++11 (first AC) · Tags: math

[Beng's solution](#)

258.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Beng's solution](#)

259.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Beng's solution](#)

260.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, implementation, strings

[Beng's solution](#)

261.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Beng's solution](#)

262.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Beng's solution](#)

263.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Beng's solution](#)

264.

1930B

[Permutation Printing](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Beng's solution](#)

265.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Beng's solution](#)

266.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,257 global accepts · Rating: 1000 · first AC: 2023-03-16 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings

[Beng's solution](#)

267.

1785A

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Beng's solution](#)

268.

1770B

[Koxia and Permutation](#) · [Tutorial](#)

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

269.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Beng's solution](#)

270.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Beng's solution](#)

271.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Beng's solution](#)

272.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Beng's solution](#)

273.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[Beng's solution](#)

274.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,120 global accepts · Rating: 1000 · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs

[Beng's solution](#)

275.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: *special, math

[Beng's solution](#)

276.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Beng's solution](#)

277.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

278.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Beng's solution](#)

279.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: geometry, math

[Beng's solution](#)

280.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-09-06 · Kotlin 1.4 (first AC) · Tags: implementation

[Beng's solution](#)

281.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-09-02 · PyPy 3 (first AC) · Tags: implementation

[Beng's solution](#)

282.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-28 · Kotlin 1.4 (first AC) · Tags: math

[Beng's solution](#)

283.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Beng's solution](#)

284.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[Beng's solution](#)

285.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Beng's solution](#)

286.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,050 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Beng's solution](#)

287.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Beng's solution](#)

288.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Beng's solution](#)

289.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Beng's solution](#)

290.

893B

[Beautiful Divisors](#) · [Tutorial](#)

Quality: 12,663 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

291.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · last AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

292.

890A

[ACM ICPC](#) · [Tutorial](#)

Quality: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Beng's solution](#)

293.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1000 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Beng's solution](#)

294.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

295.

628A

[Tennis Tournament](#) · [Tutorial](#)

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

296.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · last AC: 2017-09-27 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

297.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Beng's solution](#)

298.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Beng's solution](#)

299.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[Beng's solution](#)

300.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

301.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Beng's solution](#)

302.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,208 global accepts · Rating: 1000 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Beng's solution](#)

303.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2017-08-06 · GNU C++11 (first AC) · Tags: greedy

[Beng's solution](#)

304.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,388 global accepts · Rating: 1000 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

305.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,025 global accepts · Rating: 1000 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

306.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Beng's solution](#)

307.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1000 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

308.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

309.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

310.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Beng's solution](#)

311.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,579 global accepts · Rating: 1000 · first AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Beng's solution](#)

312.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,977 global accepts · Rating: 1000 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Beng's solution](#)

313.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2016-12-18 · Java 8 (first AC) · Tags: dp, greedy

[Beng's solution](#)

314.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

315.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2016-10-17 · Java 8 (first AC) · Tags: math

[Beng's solution](#)

316.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[Beng's solution](#)

317.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

318.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,022 global accepts · Rating: 1000 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

319.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1000 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

320.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

321.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,394 global accepts · Rating: 1000 · first AC: 2016-07-12 · Java 8 (first AC) · Tags: implementation, strings

[Beng's solution](#)

322.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

323.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,911 global accepts · Rating: 1000 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: bitmasks

[Beng's solution](#)

324.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,881 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

325.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

326.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

327.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,807 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: sortings

[Beng's solution](#)

328.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[Beng's solution](#)

329.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[Beng's solution](#)

330.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[Beng's solution](#)

331.

622A

[Infinite Sequence](#) · [Tutorial](#)

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

332.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: games, greedy

[Beng's solution](#)

333.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,968 global accepts · Rating: 1000 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: greedy, strings

[Beng's solution](#)

334.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

335.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1000 · first AC: 2015-07-22 · MS C++ (first AC) · Tags: implementation, sortings

[Beng's solution](#)

336.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,610 global accepts · Rating: 1100 · first AC: 2026-03-28 · last AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Beng's solution](#)

337.

2183B

[Yet Another MEX Problem](#) · [Tutorial](#)

Quality: 16,169 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

338.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Beng's solution](#)

339.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Beng's solution](#)

340.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Beng's solution](#)

341.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[Beng's solution](#)

342.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Beng's solution](#)

343.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Beng's solution](#)

344.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Beng's solution](#)

345.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Beng's solution](#)

346.

1791G1

[Teleporters \(Easy Version\) · Tutorial](#)

Quality: 33,914 global accepts · Rating: 1100 · first AC: 2023-03-16 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Beng's solution](#)

347.

1791E

[Negatives and Positives · Tutorial](#)

Quality: 41,279 global accepts · Rating: 1100 · first AC: 2023-03-16 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings

[Beng's solution](#)

348.

1787B

[Number Factorization · Tutorial](#)

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Beng's solution](#)

349.

1731B

[Kill Demodogs · Tutorial](#)

Quality: 26,792 global accepts · Rating: 1100 · first AC: 2022-12-30 · Rust 2021 (first AC) · Tags: greedy, math

[Beng's solution](#)

350.

1726B

[Mainak and Interesting Sequence · Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Beng's solution](#)

351.

1623B

[Game on Ranges · Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Beng's solution](#)

352.

1616B

[Mirror in the String · Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Beng's solution](#)

353.

1566D1

[Seating Arrangements \(easy version\) · Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Beng's solution](#)

354.

1534B

[Histogram Ugliness · Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Beng's solution](#)

355.

1157A

[Reachable Numbers · Tutorial](#)

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: implementation

[Beng's solution](#)

356.

1428C

[ABBB · Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy,

strings

[Beng's solution](#)

357.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

358.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,512 global accepts · Rating: 1100 · first AC: 2020-03-16 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Beng's solution](#)

359.

1324B

[Yet Another Palindrome Problem](#) · [Tutorial](#)

Quality: 30,791 global accepts · Rating: 1100 · first AC: 2020-03-16 · Kotlin 1.4 (first AC) · Tags: brute force, strings

[Beng's solution](#)

360.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · Kotlin 1.4 (first AC) · Tags: brute force, math

[Beng's solution](#)

361.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-09-03 · PyPy 3 (first AC) · Tags: bitmasks, greedy

[Beng's solution](#)

362.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · Kotlin 1.4 (first AC) · Tags: data structures, implementation

[Beng's solution](#)

363.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Beng's solution](#)

364.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Beng's solution](#)

365.

1115G1

[AND oracle](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 1100 · first AC: 2019-02-22 · Q# (first AC) · Tags: *special

[Beng's solution](#)

366.

1117A

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Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

367.

1070K

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Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Beng's solution](#)

368.

1033B

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Quality: 11,952 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Beng's solution](#)

369.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[Beng's solution](#)

370.

985A

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Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · last AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Beng's solution](#)

371.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

372.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

373.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: math, number theory

[Beng's solution](#)

374.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 7,999 global accepts · Rating: 1100 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[Beng's solution](#)

375.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[Beng's solution](#)

376.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

377.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

378.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

379.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,550 global accepts · Rating: 1100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Beng's solution](#)

380.

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · last AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Beng's solution](#)

381.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-06 · last AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

382.

869B

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Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[Beng's solution](#)

383.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,391 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

384.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

385.

785B

[Anton and Classes](#) · [Tutorial](#)

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[Beng's solution](#)

386.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: math, number theory

[Beng's solution](#)

387.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: geometry

[Beng's solution](#)

388.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: implementation, sortings

[Beng's solution](#)

389.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: games, math

[Benq's solution](#)

390.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · Java 8 (first AC) · Tags: greedy

[Benq's solution](#)

391.

834B

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Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Benq's solution](#)

392.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Benq's solution](#)

393.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Benq's solution](#)

394.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Benq's solution](#)

395.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Benq's solution](#)

396.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[Benq's solution](#)

397.

755B

[PolandBall and Game](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Benq's solution](#)

398.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Benq's solution](#)

399.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Benq's solution](#)

400.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, sortings

[Beng's solution](#)

401.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, strings

[Beng's solution](#)

402.

706B

[Interesting drink](#) · [Tutorial](#)

Quality: 84,413 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[Beng's solution](#)

403.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: games, math

[Beng's solution](#)

404.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,800 global accepts · Rating: 1100 · first AC: 2016-07-12 · Java 8 (first AC) · Tags: *special, greedy, implementation

[Beng's solution](#)

405.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Beng's solution](#)

406.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[Beng's solution](#)

407.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-06-17 · last AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Beng's solution](#)

408.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2016-05-17 · last AC: 2016-05-17 · GNU C++11 (first AC) · Tags: —

[Beng's solution](#)

409.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 1100 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Beng's solution](#)

410.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[Beng's solution](#)

411.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Beng's solution](#)

412.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: brute force

[Beng's solution](#)

413.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,712 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[Beng's solution](#)

414.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,660 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Beng's solution](#)

415.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,914 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Beng's solution](#)

416.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Beng's solution](#)

417.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[Beng's solution](#)

418.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

419.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Beng's solution](#)

420.

618B

[Guess the Permutation](#) · [Tutorial](#)

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[Beng's solution](#)

421.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[Beng's solution](#)

422.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, implementation

[Beng's solution](#)

423.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,810 global accepts · Rating: 1200 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Beng's solution](#)

424.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Beng's solution](#)

425.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-13 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[Beng's solution](#)

426.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Beng's solution](#)

427.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Beng's solution](#)

428.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings

[Beng's solution](#)

429.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Beng's solution](#)

430.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Beng's solution](#)

431.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Beng's solution](#)

432.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[Beng's solution](#)

433.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Beng's solution](#)

434.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[Beng's solution](#)

435.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
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436.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,943 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Beng's solution](#)

437.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[Beng's solution](#)

438.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Beng's solution](#)

439.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Beng's solution](#)

440.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[Beng's solution](#)

441.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[Beng's solution](#)

442.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[Beng's solution](#)

443.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: brute force, math

[Beng's solution](#)

444.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,851 global accepts · Rating: 1200 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

445.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[Beng's solution](#)

446.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Beng's solution](#)

447.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

448.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Beng's solution](#)

449.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,033 global accepts · Rating: 1200 · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: dfs and similar, sortings

[Beng's solution](#)

450.

1270B

[Interesting Subarray](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Beng's solution](#)

451.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

452.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · Kotlin 1.4 (first AC) · Tags: data structures, greedy

[Beng's solution](#)

453.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-09-03 · PyPy 3 (first AC) · Tags: dp, greedy

[Beng's solution](#)

454.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-09-02 · PyPy 3 (first AC) · Tags: greedy, math

[Beng's solution](#)

455.

1212C

[Less or Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-31 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Beng's solution](#)

456.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,622 global accepts · Rating: 1200 · first AC: 2019-08-30 · Kotlin 1.4 (first AC) · Tags: math

[Beng's solution](#)

457.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, implementation

[Beng's solution](#)

458.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,705 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Beng's solution](#)

459.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Beng's solution](#)

460.

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Beng's solution](#)

461.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,943 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Beng's solution](#)

462.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Beng's solution](#)

463.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Beng's solution](#)

464.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Beng's solution](#)

465.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,240 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

466.

1023C

[Bracket Subsequence](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Beng's solution](#)

467.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Beng's solution](#)

468.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

469.

1002D1

[Oracle for \$f\(x\) = b * x \bmod 2\$](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Beng's solution](#)

470.

1001H

[Oracle for \$f\(x\) = \text{parity of the number of 1s in } x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[Beng's solution](#)

471.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Beng's solution](#)

472.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · last AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Beng's solution](#)

473.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Beng's solution](#)

474.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Benq's solution](#)

475.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,342 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Benq's solution](#)

476.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,555 global accepts · Rating: 1200 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation

[Benq's solution](#)

477.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Benq's solution](#)

478.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Benq's solution](#)

479.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[Benq's solution](#)

480.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Benq's solution](#)

481.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Benq's solution](#)

482.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,612 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Benq's solution](#)

483.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Benq's solution](#)

484.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Benq's solution](#)

485.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,973 global accepts · Rating: 1200 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Beng's solution](#)

486.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Beng's solution](#)

487.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Beng's solution](#)

488.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

489.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Beng's solution](#)

490.

701B

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Quality: 12,541 global accepts · Rating: 1200 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Beng's solution](#)

491.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Beng's solution](#)

492.

776B

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Quality: 25,724 global accepts · Rating: 1200 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Beng's solution](#)

493.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Beng's solution](#)

494.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Beng's solution](#)

495.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

496.

854B

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Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

497.

842A

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Quality: 11,230 global accepts · Rating: 1200 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: brute force, two pointers

[Beng's solution](#)

498.

592A

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Quality: 6,525 global accepts · Rating: 1200 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

499.

828A

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Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

500.

817A

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Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Beng's solution](#)

501.

803B

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Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

502.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

503.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,471 global accepts · Rating: 1200 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

504.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1200 · first AC: 2016-12-24 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Beng's solution](#)

505.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[Beng's solution](#)

506.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[Beng's solution](#)

507.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Beng's solution](#)

508.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

509.

285C

[Building Permutation](#) · [Tutorial](#)

Quality: 26,329 global accepts · Rating: 1200 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Beng's solution](#)

510.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Beng's solution](#)

511.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Beng's solution](#)

512.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Beng's solution](#)

513.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[Beng's solution](#)

514.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[Beng's solution](#)

515.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[Beng's solution](#)

516.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[Beng's solution](#)

517.

658B

[Bear and Displayed Friends](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

518.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2016-03-27 · Python 3 (first AC) · Tags: implementation, math

[Beng's solution](#)

519.

651B

[Beautiful Paintings](#) · [Tutorial](#)

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Beng's solution](#)

520.

630R

[Game](#) · [Tutorial](#)

Quality: 9,585 global accepts · Rating: 1200 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: games, math

[Beng's solution](#)

521.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1200 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: math

[Beng's solution](#)

522.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,450 global accepts · Rating: 1200 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Beng's solution](#)

523.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: greedy, math

[Beng's solution](#)

524.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

525.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[Beng's solution](#)

526.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-22 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[Beng's solution](#)

527.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,096 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Beng's solution](#)

528.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

529.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Beng's solution](#)

530.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,688 global accepts · Rating: 1300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Beng's solution](#)

531.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Beng's solution](#)

532.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[Beng's solution](#)

533.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Beng's solution](#)

534.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,832 global accepts · Rating: 1300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

535.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Beng's solution](#)

536.

1984C1

[Magnitude \(Easy Version\)](#) · [Tutorial](#)

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Beng's solution](#)

537.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Beng's solution](#)

538.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Beng's solution](#)

539.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Beng's solution](#)

540.

1746C

[Permutation Operations](#) · [Tutorial](#)

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Beng's solution](#)

541.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

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542.

1726C

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Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

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543.

1585C

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Quality: 12,821 global accepts · Rating: 1300 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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544.

1615B

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Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

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545.

1603A

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Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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546.

1556B

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547.

1558A

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548.

1553B

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549.

1534C

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550.

1466C

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Quality: 18,727 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

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551.

1446A

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552.

1157C1

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553.

1157B

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[Beng's solution](#)

554.

1381A1

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555.

1347D

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[Beng's solution](#)

556.

1326C

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557.

1322A

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558.

1311C

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Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: brute force

[Beng's solution](#)

559.

1307B

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560.

1285B

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Quality: 30,824 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

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561.

1236C

[Labs](#) · [Tutorial](#)

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[Beng's solution](#)

562.

1237B

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563.

1209B

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[Beng's solution](#)

564.

1217A

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Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · Kotlin 1.4 (first AC) · Tags: binary search, math

[Beng's solution](#)

565.

1203C

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566.

1178C

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567.

1178B

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568.

1194B

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569.

1194C

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[Beng's solution](#)

570.

1119B

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571.

1093C

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572.

1070D

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573.

1063A

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574.

1007A

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575.

1002D2

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576.

1002B1

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577.

1002A2

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Quality: 570 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
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578.

1004B

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579.

1001F

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580.

982B

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581.

976B

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965B

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583.

964B

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584.

962B

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585.

962A

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[Beng's solution](#)

586.

956A

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[Beng's solution](#)

587.

932B

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588.

946C

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589.

922B

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590.

922A

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591.

915B

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592.

912B

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593.

909B

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594.

907A

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595.

900B

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Quality: 8,376 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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596.

897B

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597.

893C

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598.

889A

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599.

887B

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Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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883F

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602.

871A

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[Beng's solution](#)

603.

628C

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604.

628B

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605.

787B

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606.

862B

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607.

755C

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608.

844B

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609.

840A

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610.

215B

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807B

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612.

828B

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613.

814B

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614.

820B

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615.

821B

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616.

810B

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617.

808B

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618.

133C

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619.

236B

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Quality: 16,946 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

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620.

158D

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Quality: 6,492 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, number theory

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621.

750B

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Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

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622.

58B

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623.

71B

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624.

4C

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625.

716B

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626.

747C

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[Beng's solution](#)

627.

722A

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Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

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628.

707B

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629.

25A

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630.

690F1

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631.

690C1

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632.

579B

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[Beng's solution](#)

633.

665C

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[Beng's solution](#)

634.

659B

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[Beng's solution](#)

635.

633B

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Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

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636.

630F

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637.

630N

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[Beng's solution](#)

638.

626B

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639.

598B

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640.

625C

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641.

621B

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[Beng's solution](#)

642.

611B

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643.

558B

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645.

612A

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646.

600B

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572B

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648.

570B

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[Benq's solution](#)

649.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Benq's solution](#)

650.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Benq's solution](#)

651.

279B

[Books](#) · [Tutorial](#)

Quality: 72,402 global accepts · Rating: 1400 · first AC: 2020-12-06 · last AC: 2025-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Benq's solution](#)

652.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Benq's solution](#)

653.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[Benq's solution](#)

654.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Benq's solution](#)

655.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Benq's solution](#)

656.

1919C

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Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Benq's solution](#)

657.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Benq's solution](#)

658.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Benq's solution](#)

659.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Benq's solution](#)

660.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Benq's solution](#)

661.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Benq's solution](#)

662.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Benq's solution](#)

663.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,228 global accepts · Rating: 1400 · first AC: 2019-09-06 · last AC: 2021-06-16 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, math, sortings

[Benq's solution](#)

664.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Benq's solution](#)

665.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,169 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Benq's solution](#)

666.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,576 global accepts · Rating: 1400 · first AC: 2017-01-29 · last AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Beng's solution](#)

667.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers

[Beng's solution](#)

668.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Beng's solution](#)

669.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Beng's solution](#)

670.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Beng's solution](#)

671.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Beng's solution](#)

672.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,656 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Beng's solution](#)

673.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[Beng's solution](#)

674.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Beng's solution](#)

675.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Beng's solution](#)

676.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Beng's solution](#)

677.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Beng's solution](#)

678.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · Kotlin 1.4 (first AC) · Tags: brute force, math

[Beng's solution](#)

679.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-09-03 · PyPy 3 (first AC) · Tags: math, number theory

[Beng's solution](#)

680.

1212D

[Divide by three, multiply by two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-08-31 · Kotlin 1.4 (first AC) · Tags: *special, math

[Beng's solution](#)

681.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,246 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Beng's solution](#)

682.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Beng's solution](#)

683.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Beng's solution](#)

684.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Beng's solution](#)

685.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Beng's solution](#)

686.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Beng's solution](#)

687.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, math

[Beng's solution](#)

688.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,642 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Beng's solution](#)

689.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Beng's solution](#)

690.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[Beng's solution](#)

691.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[Beng's solution](#)

692.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[Beng's solution](#)

693.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[Beng's solution](#)

694.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Beng's solution](#)

695.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[Beng's solution](#)

696.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Beng's solution](#)

697.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Beng's solution](#)

698.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[Beng's solution](#)

699.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Beng's solution](#)

700.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Beng's solution](#)

701.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

702.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,980 global accepts · Rating: 1400 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Beng's solution](#)

703.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,532 global accepts · Rating: 1400 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Beng's solution](#)

704.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,816 global accepts · Rating: 1400 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Beng's solution](#)

705.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

706.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Beng's solution](#)

707.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 1400 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: geometry, math

[Beng's solution](#)

708.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation, math,

sortings

[Beng's solution](#)

709.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2017-08-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[Beng's solution](#)

710.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, matrices

[Beng's solution](#)

711.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 1400 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Beng's solution](#)

712.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[Beng's solution](#)

713.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Beng's solution](#)

714.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

715.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Beng's solution](#)

716.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,386 global accepts · Rating: 1400 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, implementation

[Beng's solution](#)

717.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,794 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Beng's solution](#)

718.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Beng's solution](#)

719.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Beng's solution](#)

720.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

721.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Beng's solution](#)

722.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[Beng's solution](#)

723.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

724.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

725.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: brute force, dp

[Beng's solution](#)

726.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: brute force, implementation, math, strings

[Beng's solution](#)

727.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: brute force

[Beng's solution](#)

728.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,264 global accepts · Rating: 1400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

729.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[Beng's solution](#)

730.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

731.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,663 global accepts · Rating: 1400 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: combinatorics, math

[Beng's solution](#)

732.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

733.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,857 global accepts · Rating: 1400 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[Beng's solution](#)

734.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Beng's solution](#)

735.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Beng's solution](#)

736.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Beng's solution](#)

737.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1500 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Beng's solution](#)

738.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Beng's solution](#)

739.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Beng's solution](#)

740.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Beng's solution](#)

741.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Beng's solution](#)

742.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · last AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Beng's solution](#)

743.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Beng's solution](#)

744.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Beng's solution](#)

745.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Beng's solution](#)

746.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,930 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Beng's solution](#)

747.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Beng's solution](#)

748.

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[Beng's solution](#)

749.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,883 global accepts · Rating: 1500 · first AC: 2016-08-01 · last AC: 2021-02-10 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Beng's solution](#)

750.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,630 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Beng's solution](#)

751.

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Beng's solution](#)

752.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Beng's solution](#)

753.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Beng's solution](#)

754.

1416A

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Quality: 16,719 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

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755.

1404A

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Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Beng's solution](#)

756.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

757.

1368B

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Quality: 21,418 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Beng's solution](#)

758.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Beng's solution](#)

759.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Beng's solution](#)

760.

1326D1

[Prefix-Suffix Palindrome \(Easy version\) · Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Beng's solution](#)

761.

760B

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Quality: 7,803 global accepts · Rating: 1500 · first AC: 2020-02-22 · Kotlin 1.4 (first AC) · Tags: binary search, greedy

[Beng's solution](#)

762.

414A

[Mashmokh and Numbers · Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2020-02-22 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, number theory

[Beng's solution](#)

763.

455A

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Quality: 71,961 global accepts · Rating: 1500 · first AC: 2020-02-22 · Kotlin 1.4 (first AC) · Tags: dp

[Beng's solution](#)

764.

2A

[Winner · Tutorial](#)

Quality: 31,219 global accepts · Rating: 1500 · first AC: 2020-02-22 · Kotlin 1.4 (first AC) · Tags: hashing, implementation

[Beng's solution](#)

765.

1139C

[Edgy Trees · Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2020-02-22 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Beng's solution](#)

766.

1307C

[Cow and Message · Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[Beng's solution](#)

767.

1299A

[Anu Has a Function · Tutorial](#)

Quality: 12,550 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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768.

1264A

[Beautiful Regional Contest · Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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769.

1242A

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Quality: 13,266 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Beng's solution](#)

770.

1218F

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Quality: 3,191 global accepts · Rating: 1500 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Benq's solution](#)

771.

1209C

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Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Benq's solution](#)

772.

1211B

[Traveling Around the Golden Ring of Berland](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Benq's solution](#)

773.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: implementation

[Benq's solution](#)

774.

1196C

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Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: implementation

[Benq's solution](#)

775.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,463 global accepts · Rating: 1500 · first AC: 2019-09-06 · Kotlin 1.4 (first AC) · Tags: greedy, math

[Benq's solution](#)

776.

1203E

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Quality: 14,957 global accepts · Rating: 1500 · first AC: 2019-09-02 · PyPy 3 (first AC) · Tags: greedy, sortings

[Benq's solution](#)

777.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1500 · first AC: 2019-08-30 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[Benq's solution](#)

778.

1207C

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Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-28 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[Benq's solution](#)

779.

1208B

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Quality: 11,663 global accepts · Rating: 1500 · first AC: 2019-08-28 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Benq's solution](#)

780.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Benq's solution](#)

781.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Beng's solution](#)

782.

1181B

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Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Beng's solution](#)

783.

1171F

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Rating: 1500 · first AC: 2019-05-23 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Beng's solution](#)

784.

1158A

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Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Beng's solution](#)

785.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[Beng's solution](#)

786.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Beng's solution](#)

787.

1115U1

[Anti-diagonal unitary](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 1500 · first AC: 2019-02-22 · Q# (first AC) · Tags: *special

[Beng's solution](#)

788.

1110C

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Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Beng's solution](#)

789.

1081C

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Quality: 8,557 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

790.

1081B

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Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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791.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Beng's solution](#)

792.

761C

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Quality: 6,037 global accepts · Rating: 1500 · first AC: 2018-11-04 · Java 8 (first AC) · Tags: brute force, dp, implementation

[Beng's solution](#)

793.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,222 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Beng's solution](#)

794.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[Beng's solution](#)

795.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Beng's solution](#)

796.

1002E1

[Bernstein-Vazirani algorithm](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Beng's solution](#)

797.

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Beng's solution](#)

798.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Beng's solution](#)

799.

985C

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Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · last AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Beng's solution](#)

800.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,852 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Beng's solution](#)

801.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,610 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Beng's solution](#)

802.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,635 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Beng's solution](#)

803.

960B

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Quality: 12,391 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Beng's solution](#)

804.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2018-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Beng's solution](#)

805.

901A

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Quality: 5,377 global accepts · Rating: 1500 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Beng's solution](#)

806.

930A

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Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Beng's solution](#)

807.

908C

[New Year and Curling](#) · [Tutorial](#)

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Beng's solution](#)

808.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,931 global accepts · Rating: 1500 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation

[Beng's solution](#)

809.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Beng's solution](#)

810.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

811.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-27 · last AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar,

greedy, math

[Beng's solution](#)

812.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,925 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Beng's solution](#)

813.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · last AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Beng's solution](#)

814.

875B

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Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[Beng's solution](#)

815.

873B

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Quality: 9,109 global accepts · Rating: 1500 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Beng's solution](#)

816.

701C

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Quality: 19,793 global accepts · Rating: 1500 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings, two pointers

[Beng's solution](#)

817.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Beng's solution](#)

818.

812C

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Quality: 17,498 global accepts · Rating: 1500 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

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819.

864D

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Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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820.

864C

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Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Beng's solution](#)

821.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Beng's solution](#)

822.

863B

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Quality: 10,930 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Beng's solution](#)

823.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Beng's solution](#)

824.

847A

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Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

825.

861B

[Which floor?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[Beng's solution](#)

826.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[Beng's solution](#)

827.

859C

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Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: dp, games

[Beng's solution](#)

828.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy

[Beng's solution](#)

829.

846A

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Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[Beng's solution](#)

830.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 1500 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Beng's solution](#)

831.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,091 global accepts · Rating: 1500 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Beng's solution](#)

832.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

833.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Beng's solution](#)

834.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[Beng's solution](#)

835.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[Beng's solution](#)

836.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Beng's solution](#)

837.

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Beng's solution](#)

838.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

839.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

840.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Beng's solution](#)

841.

166C

[Median](#) · [Tutorial](#)

Quality: 7,428 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Beng's solution](#)

842.

116D

[Lawnmower](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Beng's solution](#)

843.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs

[Beng's solution](#)

844.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,450 global accepts · Rating: 1500 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Beng's solution](#)

845.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Beng's solution](#)

846.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Beng's solution](#)

847.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Beng's solution](#)

848.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[Beng's solution](#)

849.

745C

[Hongcow Builds A Nation](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Beng's solution](#)

850.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Beng's solution](#)

851.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Beng's solution](#)

852.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

853.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,480 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math, number theory

[Beng's solution](#)

854.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,628 global accepts · Rating: 1500 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[Beng's solution](#)

855.

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 1500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Beng's solution](#)

856.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Beng's solution](#)

857.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · last AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Beng's solution](#)

858.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,452 global accepts · Rating: 1500 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Beng's solution](#)

859.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[Beng's solution](#)

860.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,621 global accepts · Rating: 1500 · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: dp, math, matrices

[Beng's solution](#)

861.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,708 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[Beng's solution](#)

862.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,332 global accepts · Rating: 1500 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[Beng's solution](#)

863.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

864.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-02-05 · PyPy 3 (first AC) · Tags: brute force, implementation

[Beng's solution](#)

865.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: greedy

[Beng's solution](#)

866.

611C

[New Year and Domino](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[Beng's solution](#)

867.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

868.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,575 global accepts · Rating: 1600 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Beng's solution](#)

869.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Beng's solution](#)

870.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,259 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Beng's solution](#)

871.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Beng's solution](#)

872.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · last AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Beng's solution](#)

873.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Beng's solution](#)

874.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Beng's solution](#)

875.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,614 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Beng's solution](#)

876.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Beng's solution](#)

877.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

878.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[Beng's solution](#)

879.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Beng's solution](#)

880.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Beng's solution](#)

881.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Beng's solution](#)

882.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Beng's solution](#)

883.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

884.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Beng's solution](#)

885.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Beng's solution](#)

886.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,373 global accepts · Rating: 1600 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: graphs, greedy, shortest paths, trees

[Beng's solution](#)

887.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Beng's solution](#)

888.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,632 global accepts · Rating: 1600 · first AC: 2020-05-12 · last AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Beng's solution](#)

889.

1346D

[Constructing the Dungeon](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy

[Beng's solution](#)

890.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[Beng's solution](#)

891.

1347E

[Special Permutation](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[Beng's solution](#)

892.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Beng's solution](#)

893.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Beng's solution](#)

894.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-03 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Beng's solution](#)

895.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Beng's solution](#)

896.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Beng's solution](#)

897.

1284C

[New Year and Permutation](#) · [Tutorial](#)

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Beng's solution](#)

898.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Beng's solution](#)

899.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-07 · last AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Beng's solution](#)

900.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: data structures, dp, implementation, two pointers

[Beng's solution](#)

901.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-09-06 · PyPy 3 (first AC) · Tags: greedy, implementation

[Beng's solution](#)

902.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · Kotlin 1.4 (first AC) · Tags: greedy, math

[Beng's solution](#)

903.

1212E

[Booking System](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-31 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Beng's solution](#)

904.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1600 · first AC: 2019-08-30 · Kotlin 1.4 (first AC) · Tags: brute force, math, sortings

[Beng's solution](#)

905.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[Beng's solution](#)

906.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[Beng's solution](#)

907.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Beng's solution](#)

908.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Beng's solution](#)

909.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Beng's solution](#)

910.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Beng's solution](#)

911.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Beng's solution](#)

912.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[Beng's solution](#)

913.

1115U2

[Chessboard unitary](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 1600 · first AC: 2019-02-22 · Q# (first AC) · Tags: *special

[Beng's solution](#)

914.

1115G3

[Palindrome checker oracle](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 1600 · first AC: 2019-02-22 · Q# (first AC) · Tags: *special

[Beng's solution](#)

915.

1115G2

[OR oracle](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 1600 · first AC: 2019-02-22 · Q# (first AC) · Tags: *special

[Beng's solution](#)

916.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Beng's solution](#)

917.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Beng's solution](#)

918.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Beng's solution](#)

919.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Beng's solution](#)

920.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Beng's solution](#)

921.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 1600 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Beng's solution](#)

922.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Beng's solution](#)

923.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[Beng's solution](#)

924.

1059C

[Sequence Transformation](#) · [Tutorial](#)

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

925.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1600 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Beng's solution](#)

926.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,051 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[Beng's solution](#)

927.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Beng's solution](#)

928.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Beng's solution](#)

929.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

930.

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Beng's solution](#)

931.

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Beng's solution](#)

932.

1002B2

[Distinguish GHZ state and W state](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Beng's solution](#)

933.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 1600 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

934.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[Beng's solution](#)

935.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Beng's solution](#)

936.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Beng's solution](#)

937.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Beng's solution](#)

938.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

939.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Beng's solution](#)

940.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Beng's solution](#)

941.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[Beng's solution](#)

942.

932C

[Permutation Cycle](#) · [Tutorial](#)

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Beng's solution](#)

943.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Beng's solution](#)

944.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy

[Beng's solution](#)

945.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings

[Beng's solution](#)

946.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: geometry

[Beng's solution](#)

947.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,565 global accepts · Rating: 1600 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[Beng's solution](#)

948.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Beng's solution](#)

949.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Beng's solution](#)

950.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[Beng's solution](#)

951.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

952.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Beng's solution](#)

953.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

954.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Beng's solution](#)

955.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Beng's solution](#)

956.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 1600 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, greedy

[Beng's solution](#)

957.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Beng's solution](#)

958.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Beng's solution](#)

959.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: binary search, math

[Beng's solution](#)

960.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,384 global accepts · Rating: 1600 · first AC: 2017-07-31 · last AC: 2017-09-19 · Java 8 (first AC) · Tags: dp, implementation

[Beng's solution](#)

961.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-08 · last AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search

[Beng's solution](#)

962.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy

[Beng's solution](#)

963.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, data structures

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964.

860B

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Rating: 1600 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, strings

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965.

849B

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Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, geometry

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966.

848A

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Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[Beng's solution](#)

967.

845B

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Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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968.

837B

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Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · last AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

969.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · last AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Beng's solution](#)

970.

825C

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Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Beng's solution](#)

971.

825B

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Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Benq's solution](#)

972.

830B

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Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Benq's solution](#)

973.

822C

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Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Benq's solution](#)

974.

818B

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Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Benq's solution](#)

975.

814C

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Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[Benq's solution](#)

976.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,484 global accepts · Rating: 1600 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[Benq's solution](#)

977.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Benq's solution](#)

978.

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Benq's solution](#)

979.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Benq's solution](#)

980.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Benq's solution](#)

981.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Benq's solution](#)

982.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1600 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[Beng's solution](#)

983.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,327 global accepts · Rating: 1600 · first AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Beng's solution](#)

984.

750C

[New Year and Rating](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Beng's solution](#)

985.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[Beng's solution](#)

986.

114C

[Grammar Lessons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

987.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,312 global accepts · Rating: 1600 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

988.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[Beng's solution](#)

989.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2016-12-24 · GNU C++ (first AC) · Tags: greedy, math

[Beng's solution](#)

990.

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-24 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[Beng's solution](#)

991.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Beng's solution](#)

992.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[Beng's solution](#)

993.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Beng's solution](#)

994.

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[Beng's solution](#)

995.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · last AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Beng's solution](#)

996.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[Beng's solution](#)

997.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,363 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings

[Beng's solution](#)

998.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Beng's solution](#)

999.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

1000.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, strings

[Beng's solution](#)

1001.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,081 global accepts · Rating: 1600 · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Beng's solution](#)

1002.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

1003.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Beng's solution](#)

1004.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[Beng's solution](#)

1005.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

1006.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Beng's solution](#)

1007.

658C

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Beng's solution](#)

1008.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 1600 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: combinatorics, math

[Beng's solution](#)

1009.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1600 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[Beng's solution](#)

1010.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Beng's solution](#)

1011.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: dfs and similar

[Beng's solution](#)

1012.

569C

[Primes or Palindromes?](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Beng's solution](#)

1013.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: binary search, math

[Beng's solution](#)

1014.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Beng's solution](#)

1015.

560C

[Gerald's Hexagon](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: geometry

[Beng's solution](#)

1016.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,657 global accepts · Rating: 1600 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[Beng's solution](#)

1017.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1600 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: implementation

[Beng's solution](#)

1018.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, graphs

[Beng's solution](#)

1019.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[Beng's solution](#)

1020.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,080 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Beng's solution](#)

1021.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Beng's solution](#)

1022.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Beng's solution](#)

1023.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Beng's solution](#)

1024.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Beng's solution](#)

1025.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Beng's solution](#)

1026.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Beng's solution](#)

1027.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,360 global accepts · Rating: 1700 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[Beng's solution](#)

1028.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2025-07-01 · last AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[Beng's solution](#)

1029.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Beng's solution](#)

1030.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Beng's solution](#)

1031.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Beng's solution](#)

1032.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Beng's solution](#)

1033.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Beng's solution](#)

1034.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2024-09-11 · last AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Beng's solution](#)

1035.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Beng's solution](#)

1036.

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Beng's solution](#)

1037.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Beng's solution](#)

1038.

1916D

[Mathematical Problem](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Beng's solution](#)

1039.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Beng's solution](#)

1040.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Beng's solution](#)

1041.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Beng's solution](#)

1042.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Beng's solution](#)

1043.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Beng's solution](#)

1044.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Beng's solution](#)

1045.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Beng's solution](#)

1046.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,498 global accepts · Rating: 1700 · first AC: 2022-12-30 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Beng's solution](#)

1047.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,133 global accepts · Rating: 1700 · first AC: 2022-12-30 · Rust 2021 (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Beng's solution](#)

1048.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,789 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

1049.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · last AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[Beng's solution](#)

1050.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Beng's solution](#)

1051.

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[Beng's solution](#)

1052.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Beng's solution](#)

1053.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

1054.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[Beng's solution](#)

1055.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Beng's solution](#)**1056.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,768 global accepts · Rating: 1700 · first AC: 2021-02-08 · last AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Beng's solution](#)**1057.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · last AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[Beng's solution](#)**1058.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Beng's solution](#)**1059.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy

[Beng's solution](#)**1060.**

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: greedy

[Beng's solution](#)**1061.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · last AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Beng's solution](#)**1062.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Beng's solution](#)**1063.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Beng's solution](#)**1064.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Beng's solution](#)

1065.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Beng's solution](#)

1066.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Beng's solution](#)

1067.

1346E

[Magic Tricks](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 1700 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: *special, dp, graphs

[Beng's solution](#)

1068.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Beng's solution](#)

1069.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Beng's solution](#)

1070.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Beng's solution](#)

1071.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Beng's solution](#)

1072.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Beng's solution](#)

1073.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Beng's solution](#)

1074.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,884 global accepts · Rating: 1700 · first AC: 2020-02-22 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Beng's solution](#)

1075.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2020-02-22 · Kotlin 1.4 (first AC) · Tags: binary search, implementation, math

[Beng's solution](#)

1076.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[Beng's solution](#)

1077.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,768 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Beng's solution](#)

1078.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Beng's solution](#)

1079.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Beng's solution](#)

1080.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,843 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

1081.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Beng's solution](#)

1082.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Beng's solution](#)

1083.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

1084.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Beng's solution](#)

1085.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Beng's solution](#)

1086.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math, meet-in-the-middle

[Beng's solution](#)

1087.

1211C

[Ice Cream](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1700 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[Beng's solution](#)

1088.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-09-06 · Kotlin 1.4 (first AC) · Tags: brute force, dp, shortest paths

[Beng's solution](#)

1089.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, brute force

[Beng's solution](#)

1090.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2019-09-02 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation, two pointers

[Beng's solution](#)

1091.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-29 · Kotlin 1.4 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Beng's solution](#)

1092.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Beng's solution](#)

1093.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

1094.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Beng's solution](#)

1095.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[Beng's solution](#)

1096.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Beng's solution](#)

1097.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Beng's solution](#)

1098.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Beng's solution](#)

1099.

1115U3

[Block unitary](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 1700 · first AC: 2019-02-22 · Q# (first AC) · Tags: *special

[Beng's solution](#)

1100.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

1101.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[Beng's solution](#)

1102.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Beng's solution](#)

1103.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[Beng's solution](#)

1104.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Beng's solution](#)

1105.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[Beng's solution](#)

1106.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Beng's solution](#)

1107.

1023D

[Array Restoration](#) · [Tutorial](#)

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Beng's solution](#)

1108.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Beng's solution](#)

1109.

1002C1

[Distinguish zero state and plus state with minimum error](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 1700 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Beng's solution](#)

1110.

1002B4

[Distinguish four 2-qubit states - 2](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 1700 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Beng's solution](#)

1111.

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[Beng's solution](#)

1112.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

1113.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Beng's solution](#)

1114.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Beng's solution](#)

1115.

960C

[Subsequence Counting](#) · [Tutorial](#)

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Beng's solution](#)

1116.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[Beng's solution](#)

1117.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[Beng's solution](#)

1118.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Beng's solution](#)

1119.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

1120.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

1121.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Beng's solution](#)

1122.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms

[Beng's solution](#)

1123.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dp, greedy

[Beng's solution](#)

1124.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,004 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[Beng's solution](#)

1125.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[Beng's solution](#)

1126.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Beng's solution](#)

1127.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Beng's solution](#)

1128.

126B

[Password](#) · [Tutorial](#)

Quality: 24,761 global accepts · Rating: 1700 · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string

suffix structures, strings

[Beng's solution](#)

1129.

719C

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 1700 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[Beng's solution](#)

1130.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Beng's solution](#)

1131.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2017-01-04 · last AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Beng's solution](#)

1132.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Beng's solution](#)

1133.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2017-08-06 · GNU C++11 (first AC) · Tags: binary search, sortings, ternary search, two pointers

[Beng's solution](#)

1134.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Beng's solution](#)

1135.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Beng's solution](#)

1136.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Beng's solution](#)

1137.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Beng's solution](#)

1138.

827A

[String Reconstruction](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[Beng's solution](#)

1139.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Beng's solution](#)

1140.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Beng's solution](#)

1141.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Beng's solution](#)

1142.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Beng's solution](#)

1143.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[Beng's solution](#)

1144.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,470 global accepts · Rating: 1700 · first AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Beng's solution](#)

1145.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Beng's solution](#)

1146.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Beng's solution](#)

1147.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[Beng's solution](#)

1148.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,342 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[Beng's solution](#)

1149.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Beng's solution](#)

1150.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[Beng's solution](#)

1151.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Beng's solution](#)

1152.

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: —

[Beng's solution](#)

1153.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Beng's solution](#)

1154.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math

[Beng's solution](#)

1155.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory

[Beng's solution](#)

1156.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Beng's solution](#)

1157.

579D

["Or" Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-05-18 · last AC: 2016-05-18 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Beng's solution](#)

1158.

579C

[A Problem about Polyline](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-05-18 · last AC: 2016-05-18 · GNU C++11 (first AC) · Tags: binary search, math

[Beng's solution](#)

1159.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[Beng's solution](#)

1160.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[Beng's solution](#)

1161.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: geometry, math

[Beng's solution](#)

1162.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1700 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: combinatorics, math

[Beng's solution](#)

1163.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[Beng's solution](#)

1164.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Beng's solution](#)

1165.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: implementation, math

[Beng's solution](#)

1166.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings

[Beng's solution](#)

1167.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Beng's solution](#)

1168.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[Beng's solution](#)

1169.

560D

[Equivalent Strings](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[Beng's solution](#)

1170.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Beng's solution](#)

1171.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy

[Beng's solution](#)

1172.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,669 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Beng's solution](#)

1173.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-13 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[Beng's solution](#)

1174.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-13 · Kotlin 2.2 (first AC) · Tags: *special, brute force

[Beng's solution](#)

1175.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,058 global accepts · Rating: 1800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[Beng's solution](#)

1176.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Beng's solution](#)

1177.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Beng's solution](#)

1178.

2079D

[Cute Subsequences](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[Beng's solution](#)

1179.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Beng's solution](#)

1180.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Beng's solution](#)

1181.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Beng's solution](#)

1182.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Beng's solution](#)

1183.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Beng's solution](#)

1184.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Beng's solution](#)

1185.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[Beng's solution](#)

1186.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Beng's solution](#)

1187.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,460 global accepts · Rating: 1800 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Beng's solution](#)

1188.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Beng's solution](#)

1189.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Beng's solution](#)

1190.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Beng's solution](#)

1191.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

1192.

1552D

[Array Differentiation](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Beng's solution](#)

1193.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Beng's solution](#)

1194.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[Beng's solution](#)

1195.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Beng's solution](#)

1196.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Beng's solution](#)

1197.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Beng's solution](#)

1198.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Beng's solution](#)

1199.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Beng's solution](#)

1200.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Beng's solution](#)

1201.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Beng's solution](#)

1202.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Beng's solution](#)

1203.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1800 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Beng's solution](#)

1204.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Beng's solution](#)

1205.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Beng's solution](#)

1206.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Beng's solution](#)

1207.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Beng's solution](#)

1208.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Beng's solution](#)

1209.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

1210.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Beng's solution](#)

1211.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Beng's solution](#)

1212.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Beng's solution](#)

1213.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Beng's solution](#)

1214.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Beng's solution](#)

1215.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Beng's solution](#)

1216.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Beng's solution](#)

1217.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Beng's solution](#)

1218.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Beng's solution](#)

1219.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Beng's solution](#)

1220.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Beng's solution](#)

1221.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Beng's solution](#)

1222.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Beng's solution](#)

1223.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation

[Beng's solution](#)

1224.

1212F

[One-Based Arithmetic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-08-31 · Kotlin 1.4 (first AC) · Tags: *special, brute force

[Beng's solution](#)

1225.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · Kotlin 1.4 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Beng's solution](#)

1226.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1800 · first AC: 2019-08-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[Beng's solution](#)

1227.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Beng's solution](#)

1228.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[Beng's solution](#)

1229.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

1230.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Beng's solution](#)

1231.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1800 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

1232.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Beng's solution](#)

1233.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Beng's solution](#)

1234.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1800 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Beng's solution](#)

1235.

688D

[Remainders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Beng's solution](#)

1236.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Beng's solution](#)

1237.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Beng's solution](#)

1238.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Beng's solution](#)

1239.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[Beng's solution](#)

1240.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Beng's solution](#)

1241.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Beng's solution](#)

1242.

1053A

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Beng's solution](#)

1243.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Beng's solution](#)

1244.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Beng's solution](#)

1245.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Beng's solution](#)

1246.

1002C2

[Distinguish zero state and plus state without errors](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 1800 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Beng's solution](#)

1247.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[Beng's solution](#)

1248.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

1249.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Beng's solution](#)

1250.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[Beng's solution](#)

1251.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: dp

[Beng's solution](#)

1252.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[Beng's solution](#)

1253.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: dp

[Beng's solution](#)

1254.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Beng's solution](#)

1255.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Beng's solution](#)

1256.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Beng's solution](#)

1257.

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Beng's solution](#)

1258.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Beng's solution](#)

1259.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Beng's solution](#)

1260.

888E

[Maximum Subsequence](#) · [Tutorial](#)

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Beng's solution](#)

1261.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Beng's solution](#)

1262.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · last AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Beng's solution](#)

1263.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,027 global accepts · Rating: 1800 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Beng's solution](#)

1264.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

1265.

701E

[Connecting Universities](#) · [Tutorial](#)

Quality: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Beng's solution](#)

1266.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

1267.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Beng's solution](#)

1268.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Beng's solution](#)

1269.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Beng's solution](#)

1270.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Beng's solution](#)

1271.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Beng's solution](#)

1272.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-21 · last AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Beng's solution](#)

1273.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Beng's solution](#)

1274.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1800 · first AC: 2017-07-13 · last AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Beng's solution](#)

1275.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Beng's solution](#)

1276.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, dp

[Beng's solution](#)

1277.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[Beng's solution](#)

1278.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[Beng's solution](#)

1279.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: data structures, math, probabilities, two pointers

[Beng's solution](#)

1280.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[Beng's solution](#)

1281.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy

[Beng's solution](#)

1282.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Beng's solution](#)

1283.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2017-08-06 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[Beng's solution](#)

1284.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Beng's solution](#)

1285.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number

theory

[Beng's solution](#)

1286.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · last AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Beng's solution](#)

1287.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Beng's solution](#)

1288.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,646 global accepts · Rating: 1800 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Beng's solution](#)

1289.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, two pointers

[Beng's solution](#)

1290.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Beng's solution](#)

1291.

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[Beng's solution](#)

1292.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[Beng's solution](#)

1293.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation

[Beng's solution](#)

1294.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Beng's solution](#)

1295.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-20 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Beng's solution](#)

1296.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · last AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

1297.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[Beng's solution](#)

1298.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2016-08-11 · last AC: 2016-08-12 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[Beng's solution](#)

1299.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,970 global accepts · Rating: 1800 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: implementation, strings

[Beng's solution](#)

1300.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Beng's solution](#)

1301.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[Beng's solution](#)

1302.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Beng's solution](#)

1303.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,873 global accepts · Rating: 1800 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Beng's solution](#)

1304.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Beng's solution](#)

1305.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, sortings

[Beng's solution](#)

1306.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[Beng's solution](#)

1307.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: geometry, math

[Beng's solution](#)

1308.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[Beng's solution](#)

1309.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: greedy, sortings

[Beng's solution](#)

1310.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Beng's solution](#)

1311.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1800 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Beng's solution](#)

1312.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Beng's solution](#)

1313.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,894 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Beng's solution](#)

1314.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Beng's solution](#)

1315.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Beng's solution](#)

1316.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Beng's solution](#)

1317.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Beng's solution](#)

1318.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[Beng's solution](#)

1319.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,836 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[Beng's solution](#)

1320.

2089B1

[Canteen \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Beng's solution](#)

1321.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Beng's solution](#)

1322.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · last AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Beng's solution](#)

1323.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Beng's solution](#)

1324.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,088 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Beng's solution](#)

1325.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Benq's solution](#)

1326.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Benq's solution](#)

1327.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Benq's solution](#)

1328.

1909I

[Short Permutation Problem](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Benq's solution](#)

1329.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Benq's solution](#)

1330.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · last AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[Benq's solution](#)

1331.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Benq's solution](#)

1332.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Benq's solution](#)

1333.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Benq's solution](#)

1334.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Benq's solution](#)

1335.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory,

two pointers

[Beng's solution](#)

1336.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Beng's solution](#)

1337.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,524 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Beng's solution](#)

1338.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Beng's solution](#)

1339.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Beng's solution](#)

1340.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Beng's solution](#)

1341.

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Beng's solution](#)

1342.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[Beng's solution](#)

1343.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Beng's solution](#)

1344.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

1345.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[Beng's solution](#)

1346.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[Beng's solution](#)

1347.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · last AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Beng's solution](#)

1348.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,167 global accepts · Rating: 1900 · first AC: 2020-10-24 · last AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Beng's solution](#)

1349.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Beng's solution](#)

1350.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,184 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Beng's solution](#)

1351.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Beng's solution](#)

1352.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Beng's solution](#)

1353.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,306 global accepts · Rating: 1900 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

1354.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Beng's solution](#)

1355.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Beng's solution](#)

1356.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Benq's solution](#)

1357.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Benq's solution](#)

1358.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Benq's solution](#)

1359.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Benq's solution](#)

1360.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,668 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Benq's solution](#)

1361.

1264B

[Beautiful Sequence](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Benq's solution](#)

1362.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Benq's solution](#)

1363.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Benq's solution](#)

1364.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[Benq's solution](#)

1365.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-09-06 · Kotlin 1.4 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Beng's solution](#)

1366.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, flows, hashing

[Beng's solution](#)

1367.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-09-03 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[Beng's solution](#)

1368.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms

[Beng's solution](#)

1369.

1208D

[Restore Permutation](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2019-08-28 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy, implementation

[Beng's solution](#)

1370.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[Beng's solution](#)

1371.

1205B

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Quality: 7,448 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

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1372.

1197D

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1373.

1178E

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1374.

739B

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1375.

1172B

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1376.

1174D

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1377.

1168B

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1378.

1161B

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1379.

1153D

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1380.

1119E

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1381.

1120A

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1382.

1117C

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1383.

1081E

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1384.

1089F

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Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: math

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1385.

1078A

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1386.

1074B

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1387.

1043E

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1388.

1067A

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1389.

1071B

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[Beng's solution](#)

1390.

1054D

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1391.

1063C

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1392.

1012C

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Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1393.

1012B

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1394.

1002A4

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1395.

1002E2

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[Beng's solution](#)

1396.

993B

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1397.

981D

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1398.

982D

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1399.

965D

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[Beng's solution](#)

1400.

961E

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[Beng's solution](#)

1401.

959E

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Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Beng's solution](#)

1402.

959D

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Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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1403.

949C

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Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

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1404.

930C

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1405.

935D

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1406.

914D

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1407.

909E

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Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy
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1408.

893D

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Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Beng's solution](#)

1409.

894C

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Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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1410.

883I

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[Beng's solution](#)

1411.

883G

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1412.

717E

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Quality: 1,584 global accepts · Rating: 1900 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Beng's solution](#)

1413.

866B

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Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Beng's solution](#)

1414.

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[Beng's solution](#)

1415.

847I

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1416.

846D

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1417.

848B

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1418.

839B

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1419.

700A

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1420.

835D

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1421.

832D

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1422.

158E

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1423.

717D

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[Beng's solution](#)

1424.

222E

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Quality: 3,567 global accepts · Rating: 1900 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Beng's solution](#)

1425.

818E

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1426.

820D

[Mister B and PR Shifts](#) · [Tutorial](#)

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1427.

817D

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Quality: 6,285 global accepts · Rating: 1900 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

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1428.

808D

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implementation

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1429.

803D

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Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Beng's solution](#)

1430.

803C

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Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Beng's solution](#)

1431.

782D

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1432.

149D

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1433.

118C

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750D

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1435.

745D

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1436.

3B

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Quality: 5,232 global accepts · Rating: 1900 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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1437.

25C

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Quality: 8,071 global accepts · Rating: 1900 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

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1438.

25D

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Quality: 15,577 global accepts · Rating: 1900 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, trees

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1439.

746E

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Quality: 1,902 global accepts · Rating: 1900 · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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1440.

724D

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Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Beng's solution](#)

1441.

722D

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1442.

583D

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Rating: 1900 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[Beng's solution](#)

1443.

711D

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1444.

708B

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Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Beng's solution](#)

1445.

702D

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Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: math

[Beng's solution](#)

1446.

691E

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1447.

687C

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[Beng's solution](#)

1448.

686D

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Rating: 1900 · first AC: 2016-06-23 · last AC: 2016-06-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

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1449.

682D

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Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · last AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings

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1450.

535D

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Quality: 4,679 global accepts · Rating: 1900 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Beng's solution](#)

1451.

569D

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Rating: 1900 · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: brute force, dp, math

[Beng's solution](#)

1452.

614D

[Skills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-04-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Beng's solution](#)

1453.

633C

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Quality: 3,375 global accepts · Rating: 1900 · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

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1454.

660D

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Quality: 4,737 global accepts · Rating: 1900 · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: geometry

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1455.

552D

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Quality: 4,850 global accepts · Rating: 1900 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[Beng's solution](#)

1456.

552C

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Quality: 5,873 global accepts · Rating: 1900 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

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1457.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Beng's solution](#)

1458.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[Beng's solution](#)

1459.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1900 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: dp, probabilities

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1460.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Beng's solution](#)

1461.

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[Beng's solution](#)

1462.

614C

[Peter and Snow Blower](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-02-06 · Python 3 (first AC) · Tags: geometry

[Beng's solution](#)

1463.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[Beng's solution](#)

1464.

2196C2

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Quality: 2,518 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Beng's solution](#)

1465.

2178E

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Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Beng's solution](#)

1466.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Beng's solution](#)

1467.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,307 global accepts · Rating: 2000 · first AC: 2025-03-24 · last AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[Beng's solution](#)

1468.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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1469.

2068J

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Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[Beng's solution](#)

1470.

2062E1

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Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Beng's solution](#)

1471.

2061E

[Kevin and And · Tutorial](#)

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[Beng's solution](#)

1472.

2057D

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Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Beng's solution](#)

1473.

1987E

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Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

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1474.

1984D

["a" String Problem · Tutorial](#)

Quality: 3,878 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Beng's solution](#)

1475.

1951E

[No Palindromes · Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Beng's solution](#)

1476.

1951D

[Buying Jewels · Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Beng's solution](#)

1477.

1943B

[Non-Palindromic Substring · Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Beng's solution](#)

1478.

1936B

[Pinball · Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Beng's solution](#)

1479.

1919H

[Tree Diameter · Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: interactive, trees

[Beng's solution](#)

1480.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Beng's solution](#)

1481.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Beng's solution](#)

1482.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Beng's solution](#)

1483.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-30 · Rust 2021 (first AC) · Tags: dp, greedy, math, number theory

[Beng's solution](#)

1484.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Beng's solution](#)

1485.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Beng's solution](#)

1486.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Beng's solution](#)

1487.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Beng's solution](#)

1488.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Beng's solution](#)

1489.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

1490.

1431E

[Chess Match](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[Beng's solution](#)

1491.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Beng's solution](#)

1492.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Beng's solution](#)

1493.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Beng's solution](#)

1494.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Beng's solution](#)

1495.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Beng's solution](#)

1496.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Beng's solution](#)

1497.

1346F

[Dune II: Battle For Arrakis](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, math

[Beng's solution](#)

1498.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Beng's solution](#)

1499.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Beng's solution](#)

1500.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Beng's solution](#)

1501.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Beng's solution](#)

1502.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: brute force, math

[Beng's solution](#)

1503.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[Beng's solution](#)

1504.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · last AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Beng's solution](#)

1505.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 2000 · first AC: 2017-11-26 · last AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Beng's solution](#)

1506.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Beng's solution](#)

1507.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Beng's solution](#)

1508.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Beng's solution](#)

1509.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Beng's solution](#)

1510.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[Beng's solution](#)

1511.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Beng's solution](#)

1512.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Beng's solution](#)

1513.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Beng's solution](#)

1514.

1211E

[Double Permutation Inc.](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Beng's solution](#)

1515.

1211D

[Teams](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 2000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, math

[Beng's solution](#)

1516.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Beng's solution](#)

1517.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Beng's solution](#)

1518.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Beng's solution](#)

1519.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Beng's solution](#)

1520.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

1521.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[Beng's solution](#)

1522.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Beng's solution](#)

1523.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

1524.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

1525.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Beng's solution](#)

1526.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Beng's solution](#)

1527.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Beng's solution](#)

1528.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Beng's solution](#)

1529.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Beng's solution](#)

1530.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Beng's solution](#)

1531.

1057C

[Tanya and Colored Candies](#) · [Tutorial](#)

Quality: 1,171 global accepts · Rating: 2000 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp

[Beng's solution](#)

1532.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[Beng's solution](#)

1533.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Beng's solution](#)

1534.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Beng's solution](#)

1535.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Beng's solution](#)

1536.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Beng's solution](#)

1537.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Beng's solution](#)

1538.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Beng's solution](#)

1539.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Beng's solution](#)

1540.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2000 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Beng's solution](#)

1541.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Beng's solution](#)

1542.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Beng's solution](#)

1543.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Beng's solution](#)

1544.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 2000 · first AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Beng's solution](#)

1545.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 2000 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: math

[Beng's solution](#)

1546.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Beng's solution](#)

1547.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Beng's solution](#)

1548.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Beng's solution](#)

1549.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[Beng's solution](#)

1550.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Beng's solution](#)

1551.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

1552.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[Beng's solution](#)

1553.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Beng's solution](#)

1554.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive

[Beng's solution](#)

1555.

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Beng's solution](#)

1556.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,213 global accepts · Rating: 2000 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Beng's solution](#)

1557.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Beng's solution](#)

1558.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Beng's solution](#)

1559.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Beng's solution](#)

1560.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive

[Beng's solution](#)

1561.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[Beng's solution](#)

1562.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures

[Beng's solution](#)

1563.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,580 global accepts · Rating: 2000 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[Beng's solution](#)

1564.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-06-29 · last AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

1565.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[Beng's solution](#)

1566.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Beng's solution](#)

1567.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Beng's solution](#)

1568.

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Beng's solution](#)

1569.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,651 global accepts · Rating: 2000 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Beng's solution](#)

1570.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Beng's solution](#)

1571.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Beng's solution](#)

1572.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Beng's solution](#)

1573.

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[Beng's solution](#)

1574.

118E

[Bertown roads](#) · [Tutorial](#)

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1575.

281C

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1576.

513C

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1577.

755D

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1578.

50C

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1579.

749D

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1580.

710E

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1581.

6300

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1582.

697E

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1583.

579E

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1584.

572D

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1585.

609D

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1586.

598E

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1587.

659F

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1588.

633D

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1589.

629D

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1590.

629C

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1591.

540C

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1592.

600D

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1593.

615C

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1594.

611D

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1596.

621E

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2207E1

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1598.

2183E

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1599.

2183D2

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1600.

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1601.

2152E

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1602.

2150C

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1603.

2141E

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1606.

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1607.

2051G

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1608.

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1609.

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1610.

2029E

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1611.

2005E1

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1612.

1998D

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1613.

1975E

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1614.

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1615.

1930D2

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1617.

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1896E

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1619.

1864E

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1620.

1787E

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1761D

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1622.

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1623.

1628D1

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1624.

796D

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1625.

1621D

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1626.

1553E

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1627.

1530E

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1628.

1510D

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1629.

1510G

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1630.

1483C

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1631.

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1633.

1464B

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1634.

1450C1

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1636.

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1637.

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1638.

1434C

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1639.

1392E

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1640.

1387B1

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1641.

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1322B

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1643.

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1644.

1284D

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1267K

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1647.

1254B2

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1648.

1240C

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1649.

1201D

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1650.

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1651.

1217D

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1652.

1203F1

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1653.

1213F

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1207F

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1655.

1204D2

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1195E

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1657.

1184A2

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1658.

1183F

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1661.

1167E

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1662.

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1663.

1146D

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1664.

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1666.

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1667.

1056E

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1671.

1000E

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1672.

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1744.

2089C1

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1909F1

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1737D

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1756.

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1757.

1627E

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1758.

1630C

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1759.

1616E

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1760.

1615D

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1761.

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1762.

1552F

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1763.

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1764.

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1488E

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1766.

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1767.

1437E

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1768.

1157G

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1769.

1428E

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1770.

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1771.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Beng's solution](#)

1772.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Beng's solution](#)

1773.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, trees

[Beng's solution](#)

1774.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Beng's solution](#)

1775.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-22 · last AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Beng's solution](#)

1776.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Beng's solution](#)

1777.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Beng's solution](#)

1778.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Beng's solution](#)

1779.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Beng's solution](#)

1780.

1212H

[Berland Federalization](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-08-31 · Kotlin 1.4 (first AC) · Tags: *special, dp, trees

[Beng's solution](#)

1781.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-29 · Kotlin 1.4 (first AC) · Tags: data structures, implementation

[Beng's solution](#)

1782.

593C

[Beautiful Function](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 2200 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

1783.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · last AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Beng's solution](#)

1784.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Beng's solution](#)

1785.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · last AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[Beng's solution](#)

1786.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Beng's solution](#)

1787.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Beng's solution](#)

1788.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Beng's solution](#)

1789.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Beng's solution](#)

1790.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[Beng's solution](#)

1791.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Beng's solution](#)

1792.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Beng's solution](#)

1793.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Beng's solution](#)

1794.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Beng's solution](#)

1795.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Beng's solution](#)

1796.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2016-02-06 · last AC: 2019-03-07 · GNU C++11 (first AC) · Tags: data structures

[Beng's solution](#)

1797.

1117E

[Decypher the String](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Beng's solution](#)

1798.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Beng's solution](#)

1799.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

1800.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[Beng's solution](#)

1801.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Beng's solution](#)

1802.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,171 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Beng's solution](#)

1803.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

1804.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Beng's solution](#)

1805.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Beng's solution](#)

1806.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Beng's solution](#)

1807.

819A

[Mister B and Boring Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: *broken, games, greedy

[Beng's solution](#)

1808.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[Beng's solution](#)

1809.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-10-01 · last AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees

[Beng's solution](#)

1810.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

1811.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Beng's solution](#)

1812.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2200 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Beng's solution](#)

1813.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Beng's solution](#)

1814.

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Beng's solution](#)

1815.

802D2

[Marmots \(medium\)](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2200 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Beng's solution](#)

1816.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Beng's solution](#)

1817.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Beng's solution](#)

1818.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[Beng's solution](#)

1819.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Beng's solution](#)

1820.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Beng's solution](#)

1821.

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Beng's solution](#)

1822.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

1823.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

1824.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[Beng's solution](#)

1825.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[Beng's solution](#)

1826.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: dp

[Beng's solution](#)

1827.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Beng's solution](#)

1828.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 2200 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[Beng's solution](#)

1829.

785E

[Anton and Permutation](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2017-09-05 · last AC: 2018-01-06 · GNU C++11 (first AC) · Tags: brute force, data structures

[Beng's solution](#)

1830.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Beng's solution](#)

1831.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Beng's solution](#)

1832.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[Beng's solution](#)

1833.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Beng's solution](#)

1834.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Beng's solution](#)

1835.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees

[Beng's solution](#)

1836.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Beng's solution](#)

1837.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Beng's solution](#)

1838.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2017-10-02 · last AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Beng's solution](#)

1839.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 2200 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Beng's solution](#)

1840.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[Beng's solution](#)

1841.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Beng's solution](#)

1842.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · last AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Beng's solution](#)

1843.

863F

[Almost Permutation](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2017-09-21 · last AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Beng's solution](#)

1844.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Beng's solution](#)

1845.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: greedy

[Beng's solution](#)

1846.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[Beng's solution](#)

1847.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Beng's solution](#)

1848.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 2200 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Beng's solution](#)

1849.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Beng's solution](#)

1850.

805E

[Ice cream coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Beng's solution](#)

1851.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-06-25 · last AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Beng's solution](#)

1852.

816D

[Karen and Test](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Beng's solution](#)

1853.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Beng's solution](#)

1854.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Beng's solution](#)

1855.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[Beng's solution](#)

1856.

114E

[Double Happiness](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Beng's solution](#)

1857.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Beng's solution](#)

1858.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2017-02-06 · last AC: 2017-02-06 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Beng's solution](#)

1859.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
[Beng's solution](#)

1860.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2017-01-12 · last AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Beng's solution](#)

1861.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory
[Beng's solution](#)

1862.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers
[Beng's solution](#)

1863.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2016-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[Beng's solution](#)

1864.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-21 · last AC: 2016-08-22 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
[Beng's solution](#)

1865.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: trees
[Beng's solution](#)

1866.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities
[Beng's solution](#)

1867.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2016-05-19 · last AC: 2016-05-19 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math
[Beng's solution](#)

1868.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: binary search, two pointers
[Beng's solution](#)

1869.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-05-11 · last AC: 2016-05-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Beng's solution](#)

1870.

658D

[Bear and Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-05-06 · last AC: 2016-05-06 · GNU C++11 (first AC) · Tags: —

[Beng's solution](#)

1871.

651E

[Table Compression](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[Beng's solution](#)

1872.

560E

[Gerald and Giant Chess](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Beng's solution](#)

1873.

591E

[Three States](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-30 · last AC: 2016-04-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Beng's solution](#)

1874.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2200 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Beng's solution](#)

1875.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Beng's solution](#)

1876.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2200 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Beng's solution](#)

1877.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Beng's solution](#)

1878.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Beng's solution](#)

1879.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph

matchings, math

[Benq's solution](#)

1880.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Benq's solution](#)

1881.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Benq's solution](#)

1882.

2089B2

[Canteen \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Benq's solution](#)

1883.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Benq's solution](#)

1884.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special

[Benq's solution](#)

1885.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Benq's solution](#)

1886.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Benq's solution](#)

1887.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Benq's solution](#)

1888.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Benq's solution](#)

1889.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Beng's solution](#)

1890.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Beng's solution](#)

1891.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Beng's solution](#)

1892.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

1893.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Beng's solution](#)

1894.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Beng's solution](#)

1895.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Beng's solution](#)

1896.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry

[Beng's solution](#)

1897.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Beng's solution](#)

1898.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Beng's solution](#)

1899.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Beng's solution](#)

1900.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Beng's solution](#)

1901.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Beng's solution](#)

1902.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Beng's solution](#)

1903.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Beng's solution](#)

1904.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Beng's solution](#)

1905.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[Beng's solution](#)

1906.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Beng's solution](#)

1907.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

1908.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · last AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Beng's solution](#)

1909.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Beng's solution](#)**1910.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-09-05 · last AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Beng's solution](#)**1911.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · last AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Beng's solution](#)**1912.**

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[Beng's solution](#)**1913.**

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2020-08-28 · last AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[Beng's solution](#)**1914.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Beng's solution](#)**1915.**

1346G

[Two IP Cameras](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 2300 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory

[Beng's solution](#)**1916.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[Beng's solution](#)**1917.**

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[Beng's solution](#)**1918.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Beng's solution](#)

1919.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Benq's solution](#)

1920.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Benq's solution](#)

1921.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Benq's solution](#)

1922.

1276C

[Beautiful Rectangle](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Benq's solution](#)

1923.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Benq's solution](#)

1924.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Benq's solution](#)

1925.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Benq's solution](#)

1926.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2300 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Benq's solution](#)

1927.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Benq's solution](#)

1928.

1211F

[kotlinkotlinkotlinkotlin...](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2300 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, graphs, implementation, strings

[Benq's solution](#)

1929.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Benq's solution](#)

1930.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Benq's solution](#)

1931.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-09-02 · PyPy 3 (first AC) · Tags: dp, greedy

[Benq's solution](#)

1932.

1212G

[Hiking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-08-31 · Kotlin 1.4 (first AC) · Tags: *special, binary search, dp

[Benq's solution](#)

1933.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Benq's solution](#)

1934.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Benq's solution](#)

1935.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: flows

[Benq's solution](#)

1936.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Benq's solution](#)

1937.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,398 global accepts · Rating: 2300 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Benq's solution](#)

1938.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Benq's solution](#)

1939.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Beng's solution](#)

1940.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[Beng's solution](#)

1941.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[Beng's solution](#)

1942.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Beng's solution](#)

1943.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Beng's solution](#)

1944.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[Beng's solution](#)

1945.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Beng's solution](#)

1946.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Beng's solution](#)

1947.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[Beng's solution](#)

1948.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Beng's solution](#)

1949.

1131E

[String Multiplication](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Beng's solution](#)

1950.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Beng's solution](#)

1951.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[Beng's solution](#)

1952.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Beng's solution](#)

1953.

1086C

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Beng's solution](#)

1954.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Beng's solution](#)

1955.

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Beng's solution](#)

1956.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

1957.

1015F

[Bracket Substring](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Beng's solution](#)

1958.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Beng's solution](#)

1959.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[Beng's solution](#)

1960.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Beng's solution](#)

1961.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Beng's solution](#)

1962.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Beng's solution](#)

1963.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2018-08-28 · last AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[Beng's solution](#)

1964.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Beng's solution](#)

1965.

155E

[Double Profiles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, sortings

[Beng's solution](#)

1966.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[Beng's solution](#)

1967.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Beng's solution](#)

1968.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Beng's solution](#)

1969.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[Beng's solution](#)

1970.

985F

[Isomorphic Strings](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-21 · last AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Beng's solution](#)

1971.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Beng's solution](#)

1972.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2018-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Beng's solution](#)

1973.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[Beng's solution](#)

1974.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Beng's solution](#)

1975.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Beng's solution](#)

1976.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: combinatorics, math

[Beng's solution](#)

1977.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2018-02-03 · GNU C++11 (first AC) · Tags: data structures, math

[Beng's solution](#)

1978.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Beng's solution](#)

1979.

915G

[Copprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: math, number theory

[Beng's solution](#)

1980.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Beng's solution](#)

1981.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[Beng's solution](#)

1982.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Beng's solution](#)

1983.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Beng's solution](#)

1984.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths

[Beng's solution](#)

1985.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Beng's solution](#)

1986.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Beng's solution](#)

1987.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Beng's solution](#)

1988.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

1989.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Beng's solution](#)

1990.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[Beng's solution](#)

1991.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Beng's solution](#)

1992.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 792 global accepts · Rating: 2300 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Beng's solution](#)

1993.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Beng's solution](#)

1994.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Beng's solution](#)

1995.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Beng's solution](#)

1996.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[Beng's solution](#)

1997.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Beng's solution](#)

1998.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[Beng's solution](#)

1999.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, trees

[Beng's solution](#)

2000.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 2300 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[Beng's solution](#)

2001.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Beng's solution](#)

2002.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[Beng's solution](#)

2003.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Beng's solution](#)

2004.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[Beng's solution](#)

2005.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,768 global accepts · Rating: 2300 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Beng's solution](#)

2006.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[Beng's solution](#)

2007.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[Beng's solution](#)

2008.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2017-05-03 · last AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Beng's solution](#)

2009.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[Beng's solution](#)

2010.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Beng's solution](#)

2011.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[Beng's solution](#)

2012.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Beng's solution](#)

2013.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Beng's solution](#)

2014.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2017-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

2015.

716D

[Complete The Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-01-05 · last AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Beng's solution](#)

2016.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[Beng's solution](#)

2017.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Beng's solution](#)

2018.

595E

[Edo and Magnets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-05-18 · last AC: 2016-05-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Beng's solution](#)

2019.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 2300 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: geometry, sortings

[Beng's solution](#)

2020.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Beng's solution](#)

2021.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2016-04-29 · last AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities, sortings

[Beng's solution](#)

2022.

595C

[Warrior and Archer](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: games

[Beng's solution](#)

2023.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and

similar, dp, probabilities, trees

[Beng's solution](#)

2024.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[Beng's solution](#)

2025.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Beng's solution](#)

2026.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Beng's solution](#)

2027.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 2300 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[Beng's solution](#)

2028.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Beng's solution](#)

2029.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Beng's solution](#)

2030.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Beng's solution](#)

2031.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Beng's solution](#)

2032.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Beng's solution](#)

2033.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp,

implementation, math, two pointers

[Beng's solution](#)

2034.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Beng's solution](#)

2035.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

2036.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Beng's solution](#)

2037.

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, math, shortest paths

[Beng's solution](#)

2038.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Beng's solution](#)

2039.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Beng's solution](#)

2040.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Beng's solution](#)

2041.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · last AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Beng's solution](#)

2042.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Beng's solution](#)

2043.

1930E

[2..3..4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

2044.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[Beng's solution](#)

2045.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Beng's solution](#)

2046.

1910H

[Sum of Digits of Sums](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-12 · Kotlin 1.9 (first AC) · Tags: *special, binary search, data structures

[Beng's solution](#)

2047.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Beng's solution](#)

2048.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Beng's solution](#)

2049.

1779E

[Any'a Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Beng's solution](#)

2050.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Beng's solution](#)

2051.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Beng's solution](#)

2052.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Beng's solution](#)

2053.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Beng's solution](#)

2054.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Beng's solution](#)

2055.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Beng's solution](#)

2056.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Beng's solution](#)

2057.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, games, graph matchings

[Beng's solution](#)

2058.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

2059.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Beng's solution](#)

2060.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[Beng's solution](#)

2061.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Beng's solution](#)

2062.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[Beng's solution](#)

2063.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Beng's solution](#)

2064.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

2065.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Beng's solution](#)

2066.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Beng's solution](#)

2067.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Beng's solution](#)

2068.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2017-08-06 · last AC: 2020-09-28 · GNU C++11 (first AC) · Tags: flows, graphs

[Beng's solution](#)

2069.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[Beng's solution](#)

2070.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Beng's solution](#)

2071.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-08 · last AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Beng's solution](#)

2072.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-18 · last AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[Beng's solution](#)

2073.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,835 global accepts · Rating: 2400 · first AC: 2017-12-06 · last AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Beng's solution](#)

2074.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Beng's solution](#)

2075.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Beng's solution](#)

2076.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Beng's solution](#)

2077.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Beng's solution](#)

2078.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Beng's solution](#)

2079.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Beng's solution](#)

2080.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Beng's solution](#)

2081.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

2082.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Beng's solution](#)

2083.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Beng's solution](#)

2084.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Beng's solution](#)

2085.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Beng's solution](#)

2086.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Beng's solution](#)

2087.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Beng's solution](#)

2088.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Beng's solution](#)

2089.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Beng's solution](#)

2090.

119E

[Alternative Reality](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 2400 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Beng's solution](#)

2091.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · last AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Beng's solution](#)

2092.

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Beng's solution](#)

2093.

1205C

[Palindromic Paths](#) · [Tutorial](#)

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[Beng's solution](#)

2094.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures,

strings

[Beng's solution](#)

2095.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Beng's solution](#)

2096.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Beng's solution](#)

2097.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

2098.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Beng's solution](#)

2099.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

2100.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Beng's solution](#)

2101.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Beng's solution](#)

2102.

1163E

[Magical Permutation](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[Beng's solution](#)

2103.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Beng's solution](#)

2104.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[Beng's solution](#)

2105.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Beng's solution](#)**2106.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[Beng's solution](#)**2107.**

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Beng's solution](#)**2108.**

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Beng's solution](#)**2109.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Beng's solution](#)**2110.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Beng's solution](#)**2111.**

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Beng's solution](#)**2112.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2017-10-15 · last AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Beng's solution](#)**2113.**

1132G

[Greedy Subsequences](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Beng's solution](#)**2114.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Beng's solution](#)

2115.

1109D

[Sasha and Interesting Fact from Graph Theory · Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Beng's solution](#)**2116.**

1114F

[Please, another Queries on Array? · Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Beng's solution](#)**2117.**

1106F

[Lunar New Year and a Recursive Sequence · Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory

[Beng's solution](#)**2118.**

1107E

[Vasya and Binary String · Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)**2119.**

1107G

[Vasya and Maximum Profit · Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Beng's solution](#)**2120.**

1101F

[Trucks and Cities · Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Beng's solution](#)**2121.**

1099F

[Cookies · Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[Beng's solution](#)**2122.**

1098C

[Construct a tree · Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Beng's solution](#)**2123.**

758F

[Geometrical Progression · Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Beng's solution](#)**2124.**

1070B

[Berkomnadzor · Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

2125.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Beng's solution](#)

2126.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Beng's solution](#)

2127.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2400 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[Beng's solution](#)

2128.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2018-12-15 · last AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2129.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

2130.

1090C

[New Year Presents](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Beng's solution](#)

2131.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[Beng's solution](#)

2132.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2133.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Beng's solution](#)

2134.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, sortings

[Beng's solution](#)

2135.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Beng's solution](#)

2136.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Beng's solution](#)

2137.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2400 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[Beng's solution](#)

2138.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Beng's solution](#)

2139.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Beng's solution](#)

2140.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Beng's solution](#)

2141.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Beng's solution](#)

2142.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[Beng's solution](#)

2143.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Beng's solution](#)

2144.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Beng's solution](#)

2145.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Beng's solution](#)

2146.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, number theory

[Beng's solution](#)

2147.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Beng's solution](#)

2148.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 2400 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Beng's solution](#)

2149.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: flows

[Beng's solution](#)

2150.

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Beng's solution](#)

2151.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[Beng's solution](#)

2152.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

2153.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-19 · last AC: 2018-08-19 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Beng's solution](#)

2154.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · last AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[Beng's solution](#)

2155.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Beng's solution](#)

2156.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Beng's solution](#)

2157.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Beng's solution](#)

2158.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[Beng's solution](#)

2159.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2018-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

2160.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Beng's solution](#)

2161.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2018-06-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Beng's solution](#)

2162.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Beng's solution](#)

2163.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Beng's solution](#)

2164.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,827 global accepts · Rating: 2400 · first AC: 2018-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[Beng's solution](#)

2165.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,431 global accepts · Rating: 2400 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

2166.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices

[Beng's solution](#)

2167.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Beng's solution](#)

2168.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Beng's solution](#)

2169.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2400 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[Beng's solution](#)

2170.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[Beng's solution](#)

2171.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[Beng's solution](#)

2172.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[Beng's solution](#)

2173.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Beng's solution](#)

2174.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Beng's solution](#)

2175.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Beng's solution](#)

2176.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graph matchings, graphs

[Beng's solution](#)

2177.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Beng's solution](#)

2178.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Beng's solution](#)

2179.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers
[Beng's solution](#)

2180.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory
[Beng's solution](#)

2181.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings
[Beng's solution](#)

2182.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing
[Beng's solution](#)

2183.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[Beng's solution](#)

2184.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing
[Beng's solution](#)

2185.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[Beng's solution](#)

2186.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · last AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities
[Beng's solution](#)

2187.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs
[Beng's solution](#)

2188.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[Beng's solution](#)

2189.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2017-08-21 · last AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[Beng's solution](#)

2190.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Beng's solution](#)

2191.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Beng's solution](#)

2192.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Beng's solution](#)

2193.

825F

[String Compression](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[Beng's solution](#)

2194.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Beng's solution](#)

2195.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Beng's solution](#)

2196.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Beng's solution](#)

2197.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-10 · last AC: 2017-03-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Beng's solution](#)

2198.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Beng's solution](#)

2199.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2017-01-13 · last AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Beng's solution](#)

2200.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[Beng's solution](#)

2201.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Beng's solution](#)

2202.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Beng's solution](#)

2203.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Beng's solution](#)

2204.

658E

[Bear and Contribution](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: two pointers

[Beng's solution](#)

2205.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: dp

[Beng's solution](#)

2206.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[Beng's solution](#)

2207.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Beng's solution](#)

2208.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Beng's solution](#)

2209.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[Beng's solution](#)

2210.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · last AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Beng's solution](#)

2211.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Beng's solution](#)

2212.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Beng's solution](#)

2213.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Beng's solution](#)

2214.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Beng's solution](#)

2215.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Beng's solution](#)

2216.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

2217.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Beng's solution](#)

2218.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Beng's solution](#)

2219.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-01 · last AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[Beng's solution](#)

2220.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Beng's solution](#)

2221.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Beng's solution](#)

2222.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Beng's solution](#)

2223.

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Beng's solution](#)

2224.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Beng's solution](#)

2225.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Beng's solution](#)

2226.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Beng's solution](#)

2227.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Beng's solution](#)

2228.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Beng's solution](#)

2229.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Benq's solution](#)

2230.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Benq's solution](#)

2231.

1787F

[Inverse Transformation](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Benq's solution](#)

2232.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Benq's solution](#)

2233.

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Benq's solution](#)

2234.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Benq's solution](#)

2235.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Benq's solution](#)

2236.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Benq's solution](#)

2237.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Benq's solution](#)

2238.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Benq's solution](#)

2239.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Benq's solution](#)

2240.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-18 · last AC: 2021-05-29 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Benq's solution](#)

2241.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Benq's solution](#)

2242.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Benq's solution](#)

2243.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Benq's solution](#)

2244.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Benq's solution](#)

2245.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[Benq's solution](#)

2246.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Benq's solution](#)

2247.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Benq's solution](#)

2248.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Benq's solution](#)

2249.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Beng's solution](#)

2250.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Beng's solution](#)

2251.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Beng's solution](#)

2252.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Beng's solution](#)

2253.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Beng's solution](#)

2254.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Beng's solution](#)

2255.

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[Beng's solution](#)

2256.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Beng's solution](#)

2257.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · last AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Beng's solution](#)

2258.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu

[Beng's solution](#)

2259.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation,

trees

[Beng's solution](#)

2260.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Beng's solution](#)

2261.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Beng's solution](#)

2262.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Beng's solution](#)

2263.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[Beng's solution](#)

2264.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Beng's solution](#)

2265.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games

[Beng's solution](#)

2266.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Beng's solution](#)

2267.

1211G

[King's Path](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, math, trees

[Beng's solution](#)

2268.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Beng's solution](#)

2269.

611F

[New Year and Cleaning](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Beng's solution](#)

2270.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities

[Beng's solution](#)

2271.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[Beng's solution](#)

2272.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[Beng's solution](#)

2273.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Beng's solution](#)

2274.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

2275.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Beng's solution](#)

2276.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Beng's solution](#)

2277.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[Beng's solution](#)

2278.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2279.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[Beng's solution](#)

2280.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Beng's solution](#)

2281.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Beng's solution](#)

2282.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Beng's solution](#)

2283.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Beng's solution](#)

2284.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[Beng's solution](#)

2285.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Beng's solution](#)

2286.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Beng's solution](#)

2287.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2288.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Beng's solution](#)

2289.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Beng's solution](#)

2290.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Beng's solution](#)

2291.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Beng's solution](#)

2292.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[Beng's solution](#)

2293.

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 264 global accepts · Rating: 2500 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2294.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Beng's solution](#)

2295.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Beng's solution](#)

2296.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Beng's solution](#)

2297.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

2298.

1090G

[Combostone](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 2500 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation

[Beng's solution](#)

2299.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Beng's solution](#)

2300.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[Beng's solution](#)

2301.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Beng's solution](#)

2302.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Beng's solution](#)

2303.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Beng's solution](#)

2304.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Beng's solution](#)

2305.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Beng's solution](#)

2306.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Beng's solution](#)

2307.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Beng's solution](#)

2308.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[Beng's solution](#)

2309.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Beng's solution](#)

2310.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Beng's solution](#)

2311.

1037F

[Maximum Reduction](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Beng's solution](#)

2312.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[Beng's solution](#)

2313.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Beng's solution](#)

2314.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Beng's solution](#)

2315.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Beng's solution](#)

2316.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Beng's solution](#)

2317.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Beng's solution](#)

2318.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Beng's solution](#)

2319.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[Beng's solution](#)

2320.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[Beng's solution](#)

2321.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2322.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Beng's solution](#)

2323.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Beng's solution](#)

2324.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Beng's solution](#)

2325.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Beng's solution](#)

2326.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · last AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

2327.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Beng's solution](#)

2328.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, games, implementation

[Beng's solution](#)

2329.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Beng's solution](#)

2330.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2017-12-29 · last AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Beng's solution](#)

2331.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Beng's solution](#)

2332.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

2333.

868F

[Yet Another Minimization Problem](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-06 · last AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Beng's solution](#)

2334.

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Beng's solution](#)

2335.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Beng's solution](#)

2336.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Beng's solution](#)

2337.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Beng's solution](#)

2338.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[Beng's solution](#)

2339.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[Beng's solution](#)

2340.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[Beng's solution](#)

2341.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[Beng's solution](#)

2342.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Beng's solution](#)

2343.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Beng's solution](#)

2344.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Beng's solution](#)

2345.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2500 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: data structures

[Beng's solution](#)

2346.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Beng's solution](#)

2347.

832C

[Strange Radiation](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2500 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Beng's solution](#)

2348.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Beng's solution](#)

2349.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, strings

[Beng's solution](#)

2350.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Beng's solution](#)

2351.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Beng's solution](#)

2352.

805F

[Expected diameter of a tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, probabilities, trees

[Beng's solution](#)

2353.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Beng's solution](#)

2354.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[Beng's solution](#)

2355.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Beng's solution](#)

2356.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2017-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Beng's solution](#)

2357.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

2358.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[Beng's solution](#)

2359.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-01-04 · last AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Beng's solution](#)

2360.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 2500 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: math, number theory

[Beng's solution](#)

2361.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[Beng's solution](#)

2362.

595D

[Max and Bike](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-05-17 · last AC: 2016-05-17 · GNU C++11 (first AC) · Tags: geometry

[Beng's solution](#)

2363.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-15 · last AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Beng's solution](#)

2364.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Beng's solution](#)

2365.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Beng's solution](#)

2366.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Beng's solution](#)

2367.

2079B

[Arithmetic Exercise](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy

[Beng's solution](#)

2368.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Beng's solution](#)

2369.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[Beng's solution](#)

2370.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Beng's solution](#)

2371.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Beng's solution](#)

2372.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Beng's solution](#)

2373.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Beng's solution](#)

2374.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Beng's solution](#)

2375.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Beng's solution](#)

2376.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Beng's solution](#)

2377.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Beng's solution](#)

2378.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Beng's solution](#)

2379.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Beng's solution](#)

2380.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Beng's solution](#)

2381.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

2382.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Beng's solution](#)

2383.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[Beng's solution](#)

2384.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Beng's solution](#)

2385.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

2386.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Beng's solution](#)

2387.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Beng's solution](#)

2388.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · last AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[Beng's solution](#)

2389.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Beng's solution](#)

2390.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Beng's solution](#)

2391.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Beng's solution](#)

2392.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Beng's solution](#)

2393.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Beng's solution](#)

2394.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Beng's solution](#)

2395.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

2396.

1431H

[Rogue-like Game](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 2600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, brute force, greedy, two pointers

[Beng's solution](#)

2397.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2600 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Beng's solution](#)

2398.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, two pointers

[Beng's solution](#)

2399.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Beng's solution](#)

2400.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[Beng's solution](#)

2401.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · last AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[Beng's solution](#)

2402.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Beng's solution](#)

2403.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[Beng's solution](#)

2404.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2017-10-16 · last AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Beng's solution](#)

2405.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Beng's solution](#)

2406.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Beng's solution](#)

2407.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Beng's solution](#)

2408.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[Beng's solution](#)

2409.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-19 · last AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Beng's solution](#)

2410.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Beng's solution](#)

2411.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Beng's solution](#)

2412.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

2413.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[Beng's solution](#)

2414.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Beng's solution](#)

2415.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Beng's solution](#)

2416.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

2417.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · last AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Beng's solution](#)

2418.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Beng's solution](#)

2419.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Beng's solution](#)

2420.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Beng's solution](#)

2421.

690B3

[Recover Polygon \(hard\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 2600 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2422.

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Beng's solution](#)

2423.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Beng's solution](#)

2424.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

2425.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[Beng's solution](#)

2426.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · last AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Beng's solution](#)

2427.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Beng's solution](#)

2428.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Beng's solution](#)

2429.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Beng's solution](#)

2430.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Beng's solution](#)

2431.

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Beng's solution](#)

2432.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Beng's solution](#)

2433.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

2434.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[Beng's solution](#)

2435.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Beng's solution](#)

2436.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Beng's solution](#)

2437.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[Beng's solution](#)

2438.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

2439.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Beng's solution](#)

2440.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Beng's solution](#)

2441.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Beng's solution](#)

2442.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,963 global accepts · Rating: 2600 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Beng's solution](#)

2443.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Beng's solution](#)

2444.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

2445.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Beng's solution](#)

2446.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: fft

[Beng's solution](#)

2447.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2448.

1073G

[Yet Another LCP Problem](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[Beng's solution](#)

2449.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

2450.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

2451.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Beng's solution](#)

2452.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[Beng's solution](#)

2453.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Beng's solution](#)

2454.

701F

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-08-30 · last AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Beng's solution](#)

2455.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[Beng's solution](#)

2456.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Beng's solution](#)

2457.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Beng's solution](#)

2458.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[Benq's solution](#)

2459.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Benq's solution](#)

2460.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[Benq's solution](#)

2461.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Benq's solution](#)

2462.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Benq's solution](#)

2463.

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Benq's solution](#)

2464.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, trees

[Benq's solution](#)

2465.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[Benq's solution](#)

2466.

914G

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Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-02-03 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Benq's solution](#)

2467.

36E

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Quality: 614 global accepts · Rating: 2600 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[Benq's solution](#)

2468.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Benq's solution](#)

2469.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Beng's solution](#)

2470.

813D

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Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[Beng's solution](#)

2471.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2017-09-20 · last AC: 2017-09-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Beng's solution](#)

2472.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Beng's solution](#)

2473.

848C

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Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-01 · last AC: 2017-09-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Beng's solution](#)

2474.

843C

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Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[Beng's solution](#)

2475.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[Beng's solution](#)

2476.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Beng's solution](#)

2477.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2017-05-21 · last AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Beng's solution](#)

2478.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Beng's solution](#)

2479.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2017-05-13 · last AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[Beng's solution](#)

2480.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Beng's solution](#)

2481.

3D

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Quality: 3,945 global accepts · Rating: 2600 · first AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Beng's solution](#)

2482.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Beng's solution](#)

2483.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Beng's solution](#)

2484.

682E

[Alyona and Triangles](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: geometry, two pointers

[Beng's solution](#)

2485.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

2486.

2141H

[Merging Vertices in a Graph](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2700 · first AC: 2025-09-13 · Kotlin 2.2 (first AC) · Tags: *special, dfs and similar, dsu, graphs

[Beng's solution](#)

2487.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-03 · last AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Beng's solution](#)

2488.

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[Beng's solution](#)

2489.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Beng's solution](#)

2490.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2700 · first AC: 2025-03-01 · last AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Benq's solution](#)

2491.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,313 global accepts · Rating: 2700 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[Benq's solution](#)

2492.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Benq's solution](#)

2493.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Benq's solution](#)

2494.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Benq's solution](#)

2495.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Benq's solution](#)

2496.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Benq's solution](#)

2497.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Benq's solution](#)

2498.

1924D

[Balanced Subsequences](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Benq's solution](#)

2499.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Beng's solution](#)

2500.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Beng's solution](#)

2501.

1910I

[Inverse Problem](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 2700 · first AC: 2023-12-12 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics, dp

[Beng's solution](#)

2502.

1910G

[Pool Records](#) · [Tutorial](#)

Quality: 73 global accepts · Rating: 2700 · first AC: 2023-12-12 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Beng's solution](#)

2503.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[Beng's solution](#)

2504.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Beng's solution](#)

2505.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[Beng's solution](#)

2506.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Beng's solution](#)

2507.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Beng's solution](#)

2508.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-10-30 · last AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Beng's solution](#)

2509.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Beng's solution](#)

2510.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Beng's solution](#)**2511.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Beng's solution](#)**2512.**

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Beng's solution](#)**2513.**

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)**2514.**

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[Beng's solution](#)**2515.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)**2516.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-06 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, interactive

[Beng's solution](#)**2517.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Beng's solution](#)**2518.**

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · last AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Beng's solution](#)**2519.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · last AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Beng's solution](#)

2520.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[Beng's solution](#)

2521.

1408G

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Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Beng's solution](#)

2522.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-31 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings

[Beng's solution](#)

2523.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[Beng's solution](#)

2524.

1346H

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Quality: 61 global accepts · Rating: 2700 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: *special, data structures, games

[Beng's solution](#)

2525.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[Beng's solution](#)

2526.

1344D

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Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Beng's solution](#)

2527.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Beng's solution](#)

2528.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Beng's solution](#)

2529.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · last AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Beng's solution](#)

2530.

1270G

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Quality: 2,958 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Beng's solution](#)

2531.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Beng's solution](#)

2532.

1202F

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Quality: 542 global accepts · Rating: 2700 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Beng's solution](#)

2533.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Beng's solution](#)

2534.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Beng's solution](#)

2535.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-28 · last AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Beng's solution](#)

2536.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-19 · last AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

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2537.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-09 · last AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Beng's solution](#)

2538.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Beng's solution](#)

2539.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Beng's solution](#)

2540.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[Beng's solution](#)

2541.

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Beng's solution](#)

2542.

549E

[Sasha Circle](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 2700 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Beng's solution](#)

2543.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Beng's solution](#)

2544.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-22 · last AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Beng's solution](#)

2545.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Beng's solution](#)

2546.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2019-08-14 · last AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graph matchings

[Beng's solution](#)

2547.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Beng's solution](#)

2548.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, probabilities

[Beng's solution](#)

2549.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Beng's solution](#)

2550.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[Benq's solution](#)

2551.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, matrices

[Benq's solution](#)

2552.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Benq's solution](#)

2553.

1194G

[Another Meme Problem](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Benq's solution](#)

2554.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Benq's solution](#)

2555.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Benq's solution](#)

2556.

721E

[Road to Home](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 2700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Benq's solution](#)

2557.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, shortest paths

[Benq's solution](#)

2558.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · last AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Benq's solution](#)

2559.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory

[Benq's solution](#)

2560.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Benq's solution](#)

2561.

1156G

[Optimizer](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, hashing, implementation

[Beng's solution](#)

2562.

1149C

[Tree Generator™ · Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[Beng's solution](#)

2563.

1118F2

[Tree Cutting \(Hard Version\) · Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Beng's solution](#)

2564.

1146G

[Zoning Restrictions · Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[Beng's solution](#)

2565.

1140G

[Double Tree · Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[Beng's solution](#)

2566.

1137E

[Train Car Selection · Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

2567.

1120B

[Once in a casino · Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Beng's solution](#)

2568.

1131G

[Most Dangerous Shark · Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[Beng's solution](#)

2569.

1109E

[Sasha and a Very Easy Test · Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-18 · last AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[Beng's solution](#)

2570.

1103C

[Johnny Solving · Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Beng's solution](#)

2571.

838D

[Airplane Arrangements · Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Beng's solution](#)

2572.

958D2

[Hyperspace Jump \(hard\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 2700 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

2573.

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Beng's solution](#)

2574.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Beng's solution](#)

2575.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Beng's solution](#)

2576.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[Beng's solution](#)

2577.

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Beng's solution](#)

2578.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[Beng's solution](#)

2579.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Beng's solution](#)

2580.

982F

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2700 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Beng's solution](#)

2581.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees

[Beng's solution](#)

2582.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Beng's solution](#)

2583.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[Benq's solution](#)

2584.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings

[Benq's solution](#)

2585.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[Benq's solution](#)

2586.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Benq's solution](#)

2587.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Benq's solution](#)

2588.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Benq's solution](#)

2589.

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Benq's solution](#)

2590.

989E

[A Trance of Nightfall](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2700 · first AC: 2018-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, matrices, probabilities

[Benq's solution](#)

2591.

985G

[Team Players](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2700 · first AC: 2018-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Benq's solution](#)

2592.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2018-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, string suffix structures

[Benq's solution](#)

2593.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Beng's solution](#)

2594.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: dp, greedy

[Beng's solution](#)

2595.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2018-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Beng's solution](#)

2596.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs

[Beng's solution](#)

2597.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Beng's solution](#)

2598.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: brute force

[Beng's solution](#)

2599.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Beng's solution](#)

2600.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-23 · last AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Beng's solution](#)

2601.

903G

[Yet Another Maxflow Problem](#) · [Tutorial](#)

Quality: 687 global accepts · Rating: 2700 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs

[Beng's solution](#)

2602.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[Beng's solution](#)

2603.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory, sortings

[Beng's solution](#)

2604.

812D

[Sagheer and Kindergarten](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2700 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Beng's solution](#)

2605.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Beng's solution](#)

2606.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: data structures

[Beng's solution](#)

2607.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-09-17 · last AC: 2017-09-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Beng's solution](#)

2608.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[Beng's solution](#)

2609.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[Beng's solution](#)

2610.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[Beng's solution](#)

2611.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2017-07-12 · last AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Beng's solution](#)

2612.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Beng's solution](#)

2613.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Beng's solution](#)

2614.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-16 · last AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Beng's solution](#)

2615.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[Beng's solution](#)

2616.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Beng's solution](#)

2617.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[Beng's solution](#)

2618.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Beng's solution](#)

2619.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Beng's solution](#)

2620.

2141G

[Good Robot Paths](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 2800 · first AC: 2025-09-13 · Kotlin 2.2 (first AC) · Tags: *special, data structures, geometry, sortings

[Beng's solution](#)

2621.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Beng's solution](#)

2622.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[Beng's solution](#)

2623.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Beng's solution](#)

2624.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Beng's solution](#)

2625.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Beng's solution](#)

2626.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 2800 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Beng's solution](#)

2627.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math

[Beng's solution](#)

2628.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Beng's solution](#)

2629.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Beng's solution](#)

2630.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Beng's solution](#)

2631.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Beng's solution](#)

2632.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Beng's solution](#)

2633.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dsu, trees

[Beng's solution](#)

2634.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[Beng's solution](#)**2635.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Beng's solution](#)**2636.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Beng's solution](#)**2637.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Beng's solution](#)**2638.**

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)**2639.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-03 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Beng's solution](#)**2640.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Beng's solution](#)**2641.**

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[Beng's solution](#)**2642.**

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[Beng's solution](#)**2643.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Beng's solution](#)

2644.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Beng's solution](#)

2645.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, probabilities

[Beng's solution](#)

2646.

1510F

[Fiber Shape](#) · [Tutorial](#)

Quality: 64 global accepts · Rating: 2800 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

2647.

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, data structures

[Beng's solution](#)

2648.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Beng's solution](#)

2649.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Beng's solution](#)

2650.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Beng's solution](#)

2651.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · last AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Beng's solution](#)

2652.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Beng's solution](#)

2653.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[Beng's solution](#)

2654.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Beng's solution](#)

2655.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Beng's solution](#)

2656.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[Beng's solution](#)

2657.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-22 · last AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Beng's solution](#)

2658.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Beng's solution](#)

2659.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-09-20 · last AC: 2020-06-23 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, geometry

[Beng's solution](#)

2660.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Beng's solution](#)

2661.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[Beng's solution](#)

2662.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Beng's solution](#)

2663.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-15 · last AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

2664.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Beng's solution](#)

2665.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Beng's solution](#)

2666.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Beng's solution](#)

2667.

261E

[Maxim and Calculator](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2800 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, two pointers

[Beng's solution](#)

2668.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2019-08-13 · last AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, fft

[Beng's solution](#)

2669.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2800 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Beng's solution](#)

2670.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Beng's solution](#)

2671.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, implementation

[Beng's solution](#)

2672.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Beng's solution](#)

2673.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

2674.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Beng's solution](#)

2675.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

2676.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Beng's solution](#)

2677.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Beng's solution](#)

2678.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[Beng's solution](#)

2679.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Beng's solution](#)

2680.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[Beng's solution](#)

2681.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

2682.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[Beng's solution](#)

2683.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2684.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2800 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp,

graphs, sortings, trees

[Beng's solution](#)

2685.

838F

[Expected Earnings](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 2800 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

2686.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Beng's solution](#)

2687.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees

[Beng's solution](#)

2688.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Beng's solution](#)

2689.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Beng's solution](#)

2690.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Beng's solution](#)

2691.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[Beng's solution](#)

2692.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs

[Beng's solution](#)

2693.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Beng's solution](#)

2694.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Beng's solution](#)

2695.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2696.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Beng's solution](#)

2697.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Beng's solution](#)

2698.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2800 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, trees

[Beng's solution](#)

2699.

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Beng's solution](#)

2700.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees

[Beng's solution](#)

2701.

1071D

[Familiar Operations](#) · [Tutorial](#)

Rating: 2800 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[Beng's solution](#)

2702.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

[Beng's solution](#)

2703.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Beng's solution](#)

2704.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Beng's solution](#)

2705.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Benq's solution](#)

2706.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[Benq's solution](#)

2707.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Benq's solution](#)

2708.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Benq's solution](#)

2709.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Benq's solution](#)

2710.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[Benq's solution](#)

2711.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Benq's solution](#)

2712.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, geometry, trees

[Benq's solution](#)

2713.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities

[Benq's solution](#)

2714.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Benq's solution](#)

2715.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Benq's solution](#)

2716.

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings
[Beng's solution](#)

2717.

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs
[Beng's solution](#)

2718.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[Beng's solution](#)

2719.

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: greedy
[Beng's solution](#)

2720.

850D

[Tournament Construction](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2800 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
[Beng's solution](#)

2721.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, trees
[Beng's solution](#)

2722.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees
[Beng's solution](#)

2723.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-13 · last AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees
[Beng's solution](#)

2724.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy
[Beng's solution](#)

2725.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy
[Beng's solution](#)

2726.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Beng's solution](#)

2727.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Beng's solution](#)

2728.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[Beng's solution](#)

2729.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-03 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Beng's solution](#)

2730.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Beng's solution](#)

2731.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

2732.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[Beng's solution](#)

2733.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Beng's solution](#)

2734.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Beng's solution](#)

2735.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

2736.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Beng's solution](#)

2737.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Beng's solution](#)

2738.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-10-07 · last AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Beng's solution](#)

2739.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-26 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Beng's solution](#)

2740.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Beng's solution](#)

2741.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Beng's solution](#)

2742.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Beng's solution](#)

2743.

1910J

[Two Colors](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 2900 · first AC: 2023-12-12 · Kotlin 1.9 (first AC) · Tags: *special

[Beng's solution](#)

2744.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[Beng's solution](#)

2745.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2019-07-05 · last AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Beng's solution](#)

2746.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Beng's solution](#)

2747.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Beng's solution](#)

2748.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Beng's solution](#)

2749.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, math

[Beng's solution](#)

2750.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Beng's solution](#)

2751.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

2752.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math

[Beng's solution](#)

2753.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[Beng's solution](#)

2754.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Beng's solution](#)

2755.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[Beng's solution](#)

2756.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[Beng's solution](#)

2757.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Beng's solution](#)

2758.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2019-08-05 · last AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Beng's solution](#)

2759.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · last AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[Beng's solution](#)

2760.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Beng's solution](#)

2761.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs

[Beng's solution](#)

2762.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Beng's solution](#)

2763.

1450H1

[Multithreading \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Beng's solution](#)

2764.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Beng's solution](#)

2765.

1431I

[Cyclic Shifts](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: 2900 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Beng's solution](#)

2766.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[Beng's solution](#)

2767.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Beng's solution](#)**2768.**

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2019-07-27 · last AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Beng's solution](#)**2769.**

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, geometry, sortings

[Beng's solution](#)**2770.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · last AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Beng's solution](#)**2771.**

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[Beng's solution](#)**2772.**

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, geometry, math, sortings

[Beng's solution](#)**2773.**

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees

[Beng's solution](#)**2774.**

1346I

[Pac-Man 2.0](#) · [Tutorial](#)

Quality: 54 global accepts · Rating: 2900 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: *special, dp

[Beng's solution](#)**2775.**

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2020-04-10 · last AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft

[Beng's solution](#)**2776.**

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Beng's solution](#)

2777.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows
[Beng's solution](#)

2778.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-10 · last AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory
[Beng's solution](#)

2779.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[Beng's solution](#)

2780.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[Beng's solution](#)

2781.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[Beng's solution](#)

2782.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities
[Beng's solution](#)

2783.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-08-23 · last AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[Beng's solution](#)

2784.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[Beng's solution](#)

2785.

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[Beng's solution](#)

2786.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Beng's solution](#)

2787.

1201E1

[Knightmare \(easy\)](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive, shortest paths

[Beng's solution](#)

2788.

497E

[Subsequences Return](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 2900 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Beng's solution](#)

2789.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Beng's solution](#)

2790.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2900 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Beng's solution](#)

2791.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Beng's solution](#)

2792.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Beng's solution](#)

2793.

449E

[Jzzhu and Squares](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Beng's solution](#)

2794.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

2795.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: flows

[Beng's solution](#)

2796.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2797.

314E

[Sereja and Squares](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

2798.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Beng's solution](#)

2799.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2800.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[Beng's solution](#)

2801.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

[Beng's solution](#)

2802.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: flows

[Beng's solution](#)

2803.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[Beng's solution](#)

2804.

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

2805.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Beng's solution](#)

2806.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Beng's solution](#)

2807.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Beng's solution](#)

2808.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Beng's solution](#)

2809.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-07 · last AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Beng's solution](#)

2810.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows

[Beng's solution](#)

2811.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2812.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[Beng's solution](#)

2813.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Beng's solution](#)

2814.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Beng's solution](#)

2815.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Beng's solution](#)

2816.

718D

[Andrew and Chemistry](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2900 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, trees

[Beng's solution](#)

2817.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

2818.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Beng's solution](#)

2819.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Beng's solution](#)

2820.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, trees

[Beng's solution](#)

2821.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Beng's solution](#)

2822.

932G

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[Beng's solution](#)

2823.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[Beng's solution](#)

2824.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Beng's solution](#)

2825.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Beng's solution](#)

2826.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Beng's solution](#)

2827.

1090H

[Linearization](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 2900 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Beng's solution](#)

2828.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[Beng's solution](#)

2829.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Beng's solution](#)

2830.

955E

[Icicles](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

2831.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees

[Beng's solution](#)

2832.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Beng's solution](#)

2833.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Beng's solution](#)

2834.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Beng's solution](#)

2835.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[Beng's solution](#)

2836.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, flows, graphs

[Beng's solution](#)

2837.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy

[Beng's solution](#)

2838.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Beng's solution](#)

2839.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Beng's solution](#)

2840.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Beng's solution](#)

2841.

819C

[Mister B and Beacons on Field](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Beng's solution](#)

2842.

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[Benq's solution](#)

2843.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Benq's solution](#)

2844.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Benq's solution](#)

2845.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Benq's solution](#)

2846.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[Benq's solution](#)

2847.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Benq's solution](#)

2848.

918E

[Pollywog](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices

[Benq's solution](#)

2849.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, dp, math

[Benq's solution](#)

2850.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Benq's solution](#)

2851.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[Benq's solution](#)

2852.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Benq's solution](#)

2853.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Beng's solution](#)

2854.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: data structures, dp

[Beng's solution](#)

2855.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[Beng's solution](#)

2856.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3000 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[Beng's solution](#)

2857.

2120G

[Eulerian Line Graph](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3000 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[Beng's solution](#)

2858.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[Beng's solution](#)

2859.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3000 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Beng's solution](#)

2860.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Beng's solution](#)

2861.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · last AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[Beng's solution](#)

2862.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Beng's solution](#)

2863.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: 3000 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[Beng's solution](#)

2864.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Beng's solution](#)

2865.

1975G

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Quality: 342 global accepts · Rating: 3000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[Beng's solution](#)

2866.

1909G

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Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[Beng's solution](#)

2867.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Beng's solution](#)

2868.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Beng's solution](#)

2869.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Beng's solution](#)

2870.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, trees

[Beng's solution](#)

2871.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Beng's solution](#)

2872.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[Beng's solution](#)

2873.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Beng's solution](#)

2874.

1707D

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Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Beng's solution](#)

2875.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Beng's solution](#)

2876.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Beng's solution](#)

2877.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 3000 · first AC: 2019-06-20 · last AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Beng's solution](#)

2878.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Beng's solution](#)

2879.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[Beng's solution](#)

2880.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Beng's solution](#)

2881.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[Beng's solution](#)

2882.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, fft, number theory

[Beng's solution](#)

2883.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry

[Beng's solution](#)

2884.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Beng's solution](#)

2885.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[Beng's solution](#)

2886.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Beng's solution](#)

2887.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[Beng's solution](#)

2888.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Beng's solution](#)

2889.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Beng's solution](#)

2890.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Beng's solution](#)

2891.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Beng's solution](#)

2892.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-07-20 · last AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[Beng's solution](#)

2893.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Beng's solution](#)

2894.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2018-08-20 · last AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[Beng's solution](#)

2895.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-01 · last AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Beng's solution](#)

2896.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2018-08-22 · last AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2897.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2019-08-01 · last AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Beng's solution](#)

2898.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Beng's solution](#)

2899.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Beng's solution](#)

2900.

1340E

[Nastya and Bees](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: *broken, graphs, interactive, probabilities

[Beng's solution](#)

2901.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2019-01-07 · last AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[Beng's solution](#)

2902.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[Beng's solution](#)

2903.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Benq's solution](#)

2904.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Benq's solution](#)

2905.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-15 · last AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Benq's solution](#)

2906.

1252I

[Mission Possible](#) · [Tutorial](#)

Quality: 35 global accepts · Rating: 3000 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

2907.

1250D

[Conference Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Benq's solution](#)

2908.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees

[Benq's solution](#)

2909.

1236F

[Alice and the Cactus](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3000 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[Benq's solution](#)

2910.

1218B

[Guarding warehouses](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3000 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[Benq's solution](#)

2911.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Benq's solution](#)

2912.

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[Benq's solution](#)

2913.

154E

[Martian Colony](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3000 · first AC: 2019-09-14 · last AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Benq's solution](#)

2914.

223E

[Planar Graph](#) · [Tutorial](#)

Quality: 208 global accepts · Rating: 3000 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, geometry, graphs

[Beng's solution](#)

2915.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Beng's solution](#)

2916.

1211I

[Unusual Graph](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: 3000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[Beng's solution](#)

2917.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Beng's solution](#)

2918.

280E

[Sequence Transformation](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3000 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Beng's solution](#)

2919.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2019-09-03 · last AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Beng's solution](#)

2920.

568E

[Longest Increasing Subsequence](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 3000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Beng's solution](#)

2921.

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, sortings, trees

[Beng's solution](#)

2922.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Beng's solution](#)

2923.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2924.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Beng's solution](#)

2925.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive, shortest paths

[Benq's solution](#)

2926.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Benq's solution](#)

2927.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Benq's solution](#)

2928.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Benq's solution](#)

2929.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[Benq's solution](#)

2930.

698F

[Coprime Permutation](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory

[Benq's solution](#)

2931.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[Benq's solution](#)

2932.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Benq's solution](#)

2933.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Benq's solution](#)

2934.

1175G

[Yet Another Partiton Problem](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Benq's solution](#)

2935.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[Beng's solution](#)

2936.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 3000 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Beng's solution](#)

2937.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[Beng's solution](#)

2938.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[Beng's solution](#)

2939.

1070M

[Algoland and Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3000 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[Beng's solution](#)

2940.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[Beng's solution](#)

2941.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Beng's solution](#)

2942.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 3000 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[Beng's solution](#)

2943.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[Beng's solution](#)

2944.

790D

[Bear and Rectangle Strips](#) · [Tutorial](#)

Rating: 3000 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

2945.

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Beng's solution](#)

2946.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

2947.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Beng's solution](#)

2948.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[Beng's solution](#)

2949.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Beng's solution](#)

2950.

806E

[Blog Post Rating](#) · [Tutorial](#)

Rating: 3000 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

2951.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Beng's solution](#)

2952.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[Beng's solution](#)

2953.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 3000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Beng's solution](#)

2954.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Beng's solution](#)

2955.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: dp, greedy

[Beng's solution](#)

2956.

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: math

[Beng's solution](#)

2957.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-31 · last AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Beng's solution](#)

2958.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Beng's solution](#)

2959.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Beng's solution](#)

2960.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2025-07-22 · last AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Beng's solution](#)

2961.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[Beng's solution](#)

2962.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

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2963.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Beng's solution](#)

2964.

2081G1

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Quality: 81 global accepts · Rating: 3100 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Beng's solution](#)

2965.

2027E2

[Bit Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3100 · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

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2966.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Beng's solution](#)

2967.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Beng's solution](#)

2968.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Beng's solution](#)

2969.

1951G

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Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Beng's solution](#)

2970.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Beng's solution](#)

2971.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[Beng's solution](#)

2972.

1924E

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Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[Beng's solution](#)

2973.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Beng's solution](#)

2974.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[Beng's solution](#)

2975.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[Beng's solution](#)

2976.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Beng's solution](#)

2977.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2017-12-04 · last AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

data structures

[Benq's solution](#)

2978.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Benq's solution](#)

2979.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Benq's solution](#)

2980.

1628E

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Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Benq's solution](#)

2981.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar

[Benq's solution](#)

2982.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Benq's solution](#)

2983.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2019-07-27 · last AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Benq's solution](#)

2984.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2017-12-04 · last AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Benq's solution](#)

2985.

446E

[DZY Loves Bridges](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Benq's solution](#)

2986.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Benq's solution](#)

2987.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

2988.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

2989.

1488J

[Flower Shop](#) · [Tutorial](#)

Quality: 42 global accepts · Rating: 3100 · first AC: 2021-03-09 · last AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, fft, math

[Beng's solution](#)

2990.

1488I

[Demonic Invasion](#) · [Tutorial](#)

Quality: 46 global accepts · Rating: 3100 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, flows

[Beng's solution](#)

2991.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[Beng's solution](#)

2992.

1439D

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Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft

[Beng's solution](#)

2993.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[Beng's solution](#)

2994.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-12 · last AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[Beng's solution](#)

2995.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2020-05-06 · last AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Beng's solution](#)

2996.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-05 · last AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Beng's solution](#)

2997.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths

[Beng's solution](#)

2998.

438E

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Quality: 2,130 global accepts · Rating: 3100 · first AC: 2018-11-27 · last AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Beng's solution](#)

2999.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2020-01-05 · last AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[Beng's solution](#)

3000.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

[Beng's solution](#)

3001.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2019-10-07 · last AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Beng's solution](#)

3002.

1239E

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Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Beng's solution](#)

3003.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[Beng's solution](#)

3004.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Beng's solution](#)

3005.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[Beng's solution](#)

3006.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3007.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[Beng's solution](#)

3008.

164E

[Polycarpus and Tasks](#) · [Tutorial](#)

Quality: 74 global accepts · Rating: 3100 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3009.

1211H

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Quality: 57 global accepts · Rating: 3100 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, dp, trees

[Beng's solution](#)

3010.

418E

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Quality: 351 global accepts · Rating: 3100 · first AC: 2019-09-04 · last AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

3011.

329E

[Evil](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 3100 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Beng's solution](#)

3012.

513G3

[Inversions problem](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3100 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

3013.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

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3014.

453E

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Quality: 911 global accepts · Rating: 3100 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

3015.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[Beng's solution](#)

3016.

679E

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Quality: 820 global accepts · Rating: 3100 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

3017.

708E

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Quality: 1,344 global accepts · Rating: 3100 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Beng's solution](#)

3018.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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3019.

626G

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Quality: 607 global accepts · Rating: 3100 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

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3020.

594E

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3021.

704D

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Quality: 1,010 global accepts · Rating: 3100 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, greedy

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3022.

700D

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Quality: 526 global accepts · Rating: 3100 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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3023.

958A3

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3024.

830E

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[Beng's solution](#)

3025.

792F

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3026.

1089D

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3027.

720E

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[Beng's solution](#)

3028.

720D

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Quality: 331 global accepts · Rating: 3100 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[Beng's solution](#)

3029.

720C

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Quality: 157 global accepts · Rating: 3100 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

3030.

715D

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[Beng's solution](#)

3031.

1190E

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Quality: 262 global accepts · Rating: 3100 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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3032.

1184D2

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Quality: 128 global accepts · Rating: 3100 · first AC: 2019-07-09 · last AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Beng's solution](#)

3033.

1184A3

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Quality: 155 global accepts · Rating: 3100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory

[Beng's solution](#)

3034.

1188D

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Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

3035.

966F

[Parametric Circulation](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: flows

[Beng's solution](#)

3036.

1168E

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Quality: 428 global accepts · Rating: 3100 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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3037.

1167G

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Quality: 166 global accepts · Rating: 3100 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Beng's solution](#)

3038.

1119G

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Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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3039.

1120F

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Quality: 328 global accepts · Rating: 3100 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Beng's solution](#)

3040.

1129E

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Quality: 569 global accepts · Rating: 3100 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

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3041.

1110G

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Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees

[Beng's solution](#)

3042.

1103D

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Quality: 493 global accepts · Rating: 3100 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Beng's solution](#)

3043.

891D

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Quality: 236 global accepts · Rating: 3100 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[Beng's solution](#)

3044.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[Beng's solution](#)

3045.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Beng's solution](#)

3046.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2018-11-04 · last AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Beng's solution](#)

3047.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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3048.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[Beng's solution](#)

3049.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities

[Beng's solution](#)

3050.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

3051.

947E

[Perpetual Subtraction](#) · [Tutorial](#)

Rating: 3100 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, matrices

[Beng's solution](#)

3052.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Beng's solution](#)

3053.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2018-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Beng's solution](#)

3054.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Beng's solution](#)

3055.

2190E

[Median Permutation](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[Beng's solution](#)

3056.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Beng's solution](#)

3057.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Beng's solution](#)

3058.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Beng's solution](#)

3059.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[Beng's solution](#)

3060.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Beng's solution](#)

3061.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

3062.

2055F

[Cosmic Divide](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, hashing, math, strings

[Benq's solution](#)

3063.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · last AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Benq's solution](#)

3064.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Benq's solution](#)

3065.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[Benq's solution](#)

3066.

1951I

[Growing Trees](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3200 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, flows, graphs, greedy

[Benq's solution](#)

3067.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Benq's solution](#)

3068.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-26 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Benq's solution](#)

3069.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[Benq's solution](#)

3070.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2018-12-30 · last AC: 2022-11-15 · Java 8 (first AC) · Tags: interactive, math, number theory

[Benq's solution](#)

3071.

1746E2

[Joking \(Hard Version\)](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive

[Beng's solution](#)

3072.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-08-01 · last AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[Beng's solution](#)

3073.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Beng's solution](#)

3074.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Beng's solution](#)

3075.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[Beng's solution](#)

3076.

1599E

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Quality: 90 global accepts · Rating: 3200 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, matrices

[Beng's solution](#)

3077.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

3078.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3079.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[Beng's solution](#)

3080.

1540D

[Inverse Inversions](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-26 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[Beng's solution](#)

3081.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Beng's solution](#)

3082.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Beng's solution](#)

3083.

1482G

[Vabank](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 3200 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Beng's solution](#)

3084.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive

[Beng's solution](#)

3085.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Beng's solution](#)

3086.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-15 · last AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry

[Beng's solution](#)

3087.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[Beng's solution](#)

3088.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-09-30 · last AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Beng's solution](#)

3089.

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Beng's solution](#)

3090.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Beng's solution](#)

3091.

1403C

[Chess Rush](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 3200 · first AC: 2020-08-29 · last AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dp, implementation, math

[Beng's solution](#)

3092.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Beng's solution](#)

3093.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[Beng's solution](#)

3094.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Beng's solution](#)

3095.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[Beng's solution](#)

3096.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[Beng's solution](#)

3097.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2018-12-07 · last AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Beng's solution](#)

3098.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2020-03-19 · last AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Beng's solution](#)

3099.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Beng's solution](#)

3100.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[Beng's solution](#)

3101.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[Beng's solution](#)

3102.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[Beng's solution](#)

3103.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2019-12-15 · last AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

3104.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Beng's solution](#)

3105.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2018-07-13 · last AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, trees

[Beng's solution](#)

3106.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[Beng's solution](#)

3107.

457F

[An easy problem about trees](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 3200 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, trees

[Beng's solution](#)

3108.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

3109.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Beng's solution](#)

3110.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2019-09-03 · last AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[Beng's solution](#)

3111.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Beng's solution](#)

3112.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, graphs, math, probabilities

[Beng's solution](#)

3113.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

3114.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, strings

[Beng's solution](#)

3115.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs

[Beng's solution](#)

3116.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[Beng's solution](#)

3117.

863G

[Graphic Settings](#) · [Tutorial](#)

Quality: 64 global accepts · Rating: 3200 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3118.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

3119.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[Beng's solution](#)

3120.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Beng's solution](#)

3121.

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Beng's solution](#)

3122.

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: strings, two pointers

[Beng's solution](#)

3123.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, trees

[Beng's solution](#)

3124.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[Beng's solution](#)

3125.

1184C3

[Heidi and the Turing Test \(Hard\)](#) · [Tutorial](#)

Quality: 45 global accepts · Rating: 3200 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[Beng's solution](#)

3126.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive
[Beng's solution](#)

3127.

956F

[Minimal Subset Difference](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[Beng's solution](#)

3128.

947F

[Public Service](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees
[Beng's solution](#)

3129.

993F

[The Moral Dilemma](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3200 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Beng's solution](#)

3130.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs
[Beng's solution](#)

3131.

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Beng's solution](#)

3132.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[Beng's solution](#)

3133.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: fft, math
[Beng's solution](#)

3134.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive
[Beng's solution](#)

3135.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[Beng's solution](#)

3136.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Beng's solution](#)

3137.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Beng's solution](#)

3138.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Beng's solution](#)

3139.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[Beng's solution](#)

3140.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Beng's solution](#)

3141.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[Beng's solution](#)

3142.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[Beng's solution](#)

3143.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Beng's solution](#)

3144.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Beng's solution](#)

3145.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

3146.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Beng's solution](#)

3147.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

3148.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Beng's solution](#)

3149.

2190F

[Xor Product](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3300 · first AC: 2026-01-17 · last AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Beng's solution](#)

3150.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[Beng's solution](#)

3151.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[Beng's solution](#)

3152.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-20 · last AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

3153.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

3154.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

[Beng's solution](#)

3155.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[Beng's solution](#)

3156.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

3157.

2066F

[Curse](#) · [Tutorial](#)

Quality: 71 global accepts · Rating: 3300 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math

[Beng's solution](#)

3158.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[Beng's solution](#)

3159.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Beng's solution](#)

3160.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-04 · last AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Beng's solution](#)

3161.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-11-30 · last AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Beng's solution](#)

3162.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Beng's solution](#)

3163.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[Beng's solution](#)

3164.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[Beng's solution](#)

3165.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Beng's solution](#)

3166.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[Beng's solution](#)

3167.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Beng's solution](#)

3168.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry

[Beng's solution](#)

3169.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Beng's solution](#)

3170.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

3171.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Beng's solution](#)

3172.

1738H

[Palindrome Addicts](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[Beng's solution](#)

3173.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Beng's solution](#)

3174.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[Beng's solution](#)

3175.

1641E

[Special Positions](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[Beng's solution](#)

3176.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings
[Beng's solution](#)

3177.

1578I

[Interactive Rays](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, interactive
[Beng's solution](#)

3178.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[Beng's solution](#)

3179.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers
[Beng's solution](#)

3180.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · last AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, probabilities
[Beng's solution](#)

3181.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[Beng's solution](#)

3182.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory
[Beng's solution](#)

3183.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Beng's solution](#)

3184.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings
[Beng's solution](#)

3185.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[Beng's solution](#)

3186.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs
[Beng's solution](#)

3187.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees
[Beng's solution](#)

3188.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[Beng's solution](#)

3189.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2020-12-30 · last AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[Beng's solution](#)

3190.

1450H2

[Multithreading \(Hard Version\)](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math
[Beng's solution](#)

3191.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-10 · last AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[Beng's solution](#)

3192.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2019-06-07 · last AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Beng's solution](#)

3193.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-09-30 · last AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows, greedy
[Beng's solution](#)

3194.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 3300 · first AC: 2020-09-27 · last AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation
[Beng's solution](#)

3195.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
[Beng's solution](#)

3196.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: fft, graphs, math
[Beng's solution](#)

3197.

1381E

[Origami](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, sortings

[Beng's solution](#)

3198.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Beng's solution](#)

3199.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[Beng's solution](#)

3200.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-06-04 · last AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Beng's solution](#)

3201.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-04-24 · last AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing

[Beng's solution](#)

3202.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3300 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Beng's solution](#)

3203.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-03-08 · last AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

3204.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, trees

[Beng's solution](#)

3205.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-02-02 · last AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Beng's solution](#)

3206.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Beng's solution](#)

3207.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Benq's solution](#)

3208.

1266G

[Permutation Concatenation](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3300 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Benq's solution](#)

3209.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[Benq's solution](#)

3210.

1237H

[Balanced Reversals](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Benq's solution](#)

3211.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Benq's solution](#)

3212.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[Benq's solution](#)

3213.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Benq's solution](#)

3214.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Benq's solution](#)

3215.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Benq's solution](#)

3216.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, probabilities

[Benq's solution](#)

3217.

623E

[Transforming Sequence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 3300 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Benq's solution](#)

3218.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Beng's solution](#)

3219.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, trees

[Beng's solution](#)

3220.

901E

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3300 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Beng's solution](#)

3221.

868G

[EI Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Beng's solution](#)

3222.

737F

[Dirty plates](#) · [Tutorial](#)

Quality: 85 global accepts · Rating: 3300 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

3223.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Beng's solution](#)

3224.

866F

[Egg Roulette](#) · [Tutorial](#)

Rating: 3300 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, meet-in-the-middle

[Beng's solution](#)

3225.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[Beng's solution](#)

3226.

866G

[Flowers and Chocolate](#) · [Tutorial](#)

Rating: 3300 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Beng's solution](#)

3227.

737E

[Tanya is 5!](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3300 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, graphs, greedy, schedules

[Beng's solution](#)

3228.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Beng's solution](#)

3229.

725G

[Messages on a Tree](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 3300 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3230.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Beng's solution](#)

3231.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[Beng's solution](#)

3232.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Beng's solution](#)

3233.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

3234.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[Beng's solution](#)

3235.

949F

[Astronomy](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3300 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, probabilities

[Beng's solution](#)

3236.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Beng's solution](#)

3237.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[Beng's solution](#)

3238.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Beng's solution](#)

3239.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

3240.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Beng's solution](#)

3241.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures
[Beng's solution](#)

3242.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Beng's solution](#)

3243.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Beng's solution](#)

3244.

866E

[Hex Dyslexia](#) · [Tutorial](#)

Rating: 3300 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[Beng's solution](#)

3245.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[Beng's solution](#)

3246.

2164H

[PalindromePalindrome](#) · [Tutorial](#)

Quality: 43 global accepts · Rating: 3400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings
[Beng's solution](#)

3247.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[Beng's solution](#)

3248.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry
[Beng's solution](#)

3249.

2081G2

[Hard Formula \(Hard Version\)](#) · [Tutorial](#)

Quality: 54 global accepts · Rating: 3400 · first AC: 2025-03-15 · last AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[Beng's solution](#)

3250.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-28 · last AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[Beng's solution](#)

3251.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, greedy

[Beng's solution](#)

3252.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Beng's solution](#)

3253.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Beng's solution](#)

3254.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[Beng's solution](#)

3255.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

3256.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[Beng's solution](#)

3257.

1770G

[Koxia and Bracket](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, math

[Beng's solution](#)

3258.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[Beng's solution](#)

3259.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

3260.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, number

theory

[Beng's solution](#)

3261.

1580E

[Railway Construction](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 3400 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[Beng's solution](#)

3262.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-09-18 · last AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Beng's solution](#)

3263.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math

[Beng's solution](#)

3264.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Beng's solution](#)

3265.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Beng's solution](#)

3266.

1515I

[Phoenix and Diamonds](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[Beng's solution](#)

3267.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2021-03-21 · last AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[Beng's solution](#)

3268.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3400 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Beng's solution](#)

3269.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, interactive

[Beng's solution](#)

3270.

1431J

[Zero-XOR Array](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: 3400 · first AC: 2020-11-12 · last AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, dp

[Beng's solution](#)

3271.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: games, interactive

[Beng's solution](#)

3272.

1314F

[Bad Cryptography](#) · [Tutorial](#)

Rating: 3400 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Beng's solution](#)

3273.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[Beng's solution](#)

3274.

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2019-12-26 · last AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Beng's solution](#)

3275.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Beng's solution](#)

3276.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Beng's solution](#)

3277.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[Beng's solution](#)

3278.

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3400 · first AC: 2019-12-16 · last AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Beng's solution](#)

3279.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[Beng's solution](#)

3280.

1220G

[Geolocation](#) · [Tutorial](#)

Quality: 74 global accepts · Rating: 3400 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Beng's solution](#)

3281.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Benq's solution](#)

3282.

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Benq's solution](#)

3283.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, trees

[Benq's solution](#)

3284.

913H

[Don't Exceed](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3400 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Benq's solution](#)

3285.

773F

[Test Data Generation](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3400 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Benq's solution](#)

3286.

1089H

[Harder Satisfiability](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3400 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Benq's solution](#)

3287.

756F

[Long number](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3400 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, math, number theory

[Benq's solution](#)

3288.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[Benq's solution](#)

3289.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Benq's solution](#)

3290.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[Benq's solution](#)

3291.

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[Benq's solution](#)

3292.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2019-07-13 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math

[Beng's solution](#)

3293.

1190F

[Tokitsukaze and Powers](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: number theory, probabilities

[Beng's solution](#)

3294.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, trees

[Beng's solution](#)

3295.

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[Beng's solution](#)

3296.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2019-05-30 · last AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

3297.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Beng's solution](#)

3298.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Beng's solution](#)

3299.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math, trees

[Beng's solution](#)

3300.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Beng's solution](#)

3301.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Beng's solution](#)

3302.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory

[Beng's solution](#)

3303.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2019-01-05 · last AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Beng's solution](#)**3304.**

1097H

[Mateusz and an Infinite Sequence](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[Beng's solution](#)**3305.**

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)**3306.**

1078E

[Negative Time Summation](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3400 · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)**3307.**

1045F

[Shady Lady](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 3400 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Beng's solution](#)**3308.**

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2017-09-03 · last AC: 2018-08-27 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Beng's solution](#)**3309.**

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: fft, graphs, trees

[Beng's solution](#)**3310.**

2211H

[Median Deletion](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)**3311.**

2187F2

[Al Fine \(Counting Version\)](#) · [Tutorial](#)

Quality: 71 global accepts · Rating: 3500 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Beng's solution](#)**3312.**

2180H2

[Bug Is Feature \(Conditional Version\)](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Beng's solution](#)**3313.**

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Beng's solution](#)

3314.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Beng's solution](#)

3315.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-11-08 · last AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[Beng's solution](#)

3316.

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[Beng's solution](#)

3317.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[Beng's solution](#)

3318.

2147I2

[Longest Increasing Path \(Hard Version\)](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Beng's solution](#)

3319.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-09-20 · last AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[Beng's solution](#)

3320.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Beng's solution](#)

3321.

2127G2

[Inter Active \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities

[Beng's solution](#)

3322.

2115F2

[Gellyfish and Lycoris Radiata \(Hard Version\)](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Beng's solution](#)

3323.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[Beng's solution](#)

3324.

2084H

[Turtle and Nedium 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-05 · last AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Beng's solution](#)

3325.

2084G2

[Wish Upon a Satellite \(Hard Version\)](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Beng's solution](#)

3326.

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3327.

2062G

[Permutation Factory](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, geometry, graph matchings, graphs

[Beng's solution](#)

3328.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Beng's solution](#)

3329.

2061H2

[Kevin and Stones \(Hard Version\)](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3500 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Beng's solution](#)

3330.

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-01-20 · last AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[Beng's solution](#)

3331.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[Beng's solution](#)

3332.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Beng's solution](#)

3333.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Beng's solution](#)

3334.

2053I2

[Affectionate Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs,

greedy, math, shortest paths, two pointers

[Benq's solution](#)

3335.

2053H

[Delicate Anti-monotonous Operations](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: 3500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Benq's solution](#)

3336.

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-03-30 · last AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees

[Benq's solution](#)

3337.

2048I2

[Kevin and Puzzle \(Hard Version\)](#) · [Tutorial](#)

Quality: 58 global accepts · Rating: 3500 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, fft, math

[Benq's solution](#)

3338.

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Benq's solution](#)

3339.

2046F2

[Yandex Cuneiform \(Hard Version\)](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2024-12-03 · last AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Benq's solution](#)

3340.

2045D

[Aquatic Dragon](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3500 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Benq's solution](#)

3341.

2034G2

[Simurgh's Watch \(Hard Version\)](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: 3500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Benq's solution](#)

3342.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Benq's solution](#)

3343.

2039H2

[Cool Swap Walk \(Hard Version\)](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings

[Benq's solution](#)

3344.

2039G

[Shohag Loves Pebae](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Beng's solution](#)

3345.

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-11-09 · last AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Beng's solution](#)

3346.

2023F

[Hills and Pits](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3500 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, matrices

[Beng's solution](#)

3347.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[Beng's solution](#)

3348.

2002H

[Counting 101](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Beng's solution](#)

3349.

1987H

[Fumo Temple](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Beng's solution](#)

3350.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Beng's solution](#)

3351.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

3352.

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Beng's solution](#)

3353.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Beng's solution](#)

3354.

1943F

[Minimum Hamming Distance](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

3355.

1930I

[Counting Is Fun](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Beng's solution](#)

3356.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[Beng's solution](#)

3357.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 3500 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

[Beng's solution](#)

3358.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[Beng's solution](#)

3359.

1909H

[Parallel Swaps Sort](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2023-12-23 · last AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[Beng's solution](#)

3360.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, fft, math, number theory

[Beng's solution](#)

3361.

1889F

[Doremy's Average Tree](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, trees

[Beng's solution](#)

3362.

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Beng's solution](#)

3363.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[Beng's solution](#)

3364.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs

[Beng's solution](#)

3365.

1874G

[Jellyfish and Inscryption](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3500 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Benq's solution](#)

3366.

1874F

[Jellyfish and OEIS](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Benq's solution](#)

3367.

1868E

[Min-Sum-Max](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 3500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Benq's solution](#)

3368.

1863I

[Redundant Routes](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, trees

[Benq's solution](#)

3369.

1863H

[Goldberg Machine 3](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Benq's solution](#)

3370.

1864I

[Future Dominators](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Benq's solution](#)

3371.

1854F

[Mark and Spaceship](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Benq's solution](#)

3372.

1842I

[Tenzing and Necklace](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy

[Benq's solution](#)

3373.

1827F

[Copium Permutation](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Benq's solution](#)

3374.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[Benq's solution](#)

3375.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, meet-

in-the-middle

[Benq's solution](#)

3376.

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2022-12-30 · Rust 2021 (first AC) · Tags: constructive algorithms

[Benq's solution](#)

3377.

1774H

[Maximum Permutation](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Benq's solution](#)

3378.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[Benq's solution](#)

3379.

1761F2

[Anti-median \(Hard Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Benq's solution](#)

3380.

1750H

[BinaryStringForces](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp

[Benq's solution](#)

3381.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory

[Benq's solution](#)

3382.

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[Benq's solution](#)

3383.

1746G

[Olympiad Training](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2022-10-15 · last AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, geometry, implementation, sortings

[Benq's solution](#)

3384.

1737G

[Ela Takes Dancing Class](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 3500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Benq's solution](#)

3385.

1726H

[Mainak and the Bleeding Polygon](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3500 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry,

implementation, math

[Beng's solution](#)

3386.

1704H2

[Game of AI \(hard version\)](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Beng's solution](#)

3387.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[Beng's solution](#)

3388.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Beng's solution](#)

3389.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[Beng's solution](#)

3390.

1685D2

[Permutation Weight \(Hard Version\)](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3500 · first AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Beng's solution](#)

3391.

1654H

[Three Minimums](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, divide and conquer, dp, fft, math

[Beng's solution](#)

3392.

1677F

[Tokitsukaze and Gems](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Beng's solution](#)

3393.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[Beng's solution](#)

3394.

1628F

[Spaceship Crisis Management](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, sortings

[Beng's solution](#)

3395.

1621I

[Two Sequences](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 3500 · first AC: 2022-01-03 · last AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, string suffix structures

[Beng's solution](#)

3396.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Beng's solution](#)

3397.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[Beng's solution](#)

3398.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Beng's solution](#)

3399.

1578G

[Game of Chance](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: 3500 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Beng's solution](#)

3400.

1545F

[AquaMoon and Potatoes](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3500 · first AC: 2021-07-11 · last AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Beng's solution](#)

3401.

1545E2

[AquaMoon and Time Stop \(hard version\)](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Beng's solution](#)

3402.

1545E1

[AquaMoon and Time Stop \(easy version\)](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2021-07-11 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Beng's solution](#)

3403.

1540E

[Tasty Dishes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2021-06-26 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Beng's solution](#)

3404.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[Beng's solution](#)

3405.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Beng's solution](#)

3406.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[Beng's solution](#)

3407.

1517H

[Fly Around the World](#) · [Tutorial](#)

Quality: 87 global accepts · Rating: 3500 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Beng's solution](#)

3408.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2021-04-16 · last AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[Beng's solution](#)

3409.

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2021-04-03 · last AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation

[Beng's solution](#)

3410.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2021-02-07 · last AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[Beng's solution](#)

3411.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, probabilities

[Beng's solution](#)

3412.

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer

[Beng's solution](#)

3413.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2020-12-20 · last AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Beng's solution](#)

3414.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Beng's solution](#)

3415.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees

[Beng's solution](#)

3416.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Beng's solution](#)

3417.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Beng's solution](#)

3418.

1441F

[Matching](#) · [Tutorial](#)

Rating: 3500 · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3419.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[Beng's solution](#)

3420.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2020-10-25 · last AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, games

[Beng's solution](#)

3421.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Beng's solution](#)

3422.

1427H

[Prison Break](#) · [Tutorial](#)

Quality: 94 global accepts · Rating: 3500 · first AC: 2020-10-11 · last AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, games, geometry, ternary search

[Beng's solution](#)

3423.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3424.

1423A

[Wakanda Forever](#) · [Tutorial](#)

Quality: 125 global accepts · Rating: 3500 · first AC: 2020-10-05 · last AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3425.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2019-07-19 · last AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[Beng's solution](#)

3426.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Beng's solution](#)

3427.

1375I

[Cubic Lattice](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices, number theory

[Beng's solution](#)

3428.

1349F2

[Slime and Sequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2020-05-14 · last AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[Beng's solution](#)

3429.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3430.

1349E

[Slime and Hats](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Beng's solution](#)

3431.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Beng's solution](#)

3432.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Beng's solution](#)

3433.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Beng's solution](#)

3434.

1326G

[Spiderweb Trees](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, trees

[Beng's solution](#)

3435.

1322F

[Assigning Fares](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 3500 · first AC: 2020-03-08 · last AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Beng's solution](#)

3436.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Beng's solution](#)

3437.

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Beng's solution](#)

3438.

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Beng's solution](#)

3439.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Beng's solution](#)

3440.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Beng's solution](#)

3441.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Beng's solution](#)

3442.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2019-12-29 · last AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[Beng's solution](#)

3443.

1081H

[Palindromic Magic](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 3500 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Beng's solution](#)

3444.

1237G

[Balanced Distribution](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Beng's solution](#)

3445.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2019-12-24 · last AC: 2019-12-24 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[Beng's solution](#)

3446.

1276E

[Four Stones](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 3500 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

3447.

1267C

[Cactus Revenge](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 3500 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Beng's solution](#)

3448.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3449.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2019-09-23 · last AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Beng's solution](#)

3450.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[Beng's solution](#)

3451.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[Beng's solution](#)

3452.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

3453.

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive

[Beng's solution](#)

3454.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Beng's solution](#)

3455.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Beng's solution](#)

3456.

1098F

[AbÖgVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Beng's solution](#)

3457.

1053E

[Euler tour](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Beng's solution](#)

3458.

1071E

[Rain Protection](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3500 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[Beng's solution](#)

3459.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Beng's solution](#)

3460.

1161F

[Zigzag Game](#) · [Tutorial](#)

Rating: 3500 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive

[Beng's solution](#)

3461.

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2018-12-31 · last AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3462.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Beng's solution](#)

3463.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Beng's solution](#)

3464.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[Beng's solution](#)

3465.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: games

[Beng's solution](#)

3466.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Beng's solution](#)

3467.

106516D

[Sell in Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · last AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3468.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Beng's solution](#)

3469.

2222D

[Permutation Construction](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Beng's solution](#)

3470.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,253 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Beng's solution](#)

3471.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Beng's solution](#)

3472.

104671I

[Phebe and Ryan](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3473.

104671D

[Formless Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3474.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[Beng's solution](#)

3475.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,969 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Beng's solution](#)

3476.

105712G

[Knight Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3477.

105712L

[Two Squares](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3478.

105712B

[Card Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3479.

105813L

[Permutation Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3480.

105813J

[Another Expected Value Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3481.

105813K

[Pointers](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3482.

106197J

[Lattice Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3483.

106197E

[Connected Squares](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3484.

106197F

[XOR Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3485.

106197M

[Cube Embedding](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3486.

105813H

[Cubist Painting](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3487.

105813I

[Unfair Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3488.

105813F

[Walkable Strings](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3489.

105813E

[1D Super Checkers Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3490.

105712M

[LIS On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3491.

105712D

[Hungry Arachnid](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3492.

105712I

[Domino Swap](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3493.

105712K

[Tree With One Edge](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3494.

105712F

[Bitwise Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3495.

105813C

[Maxwell's Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3496.

106197C

[Divisor Lattice](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · last AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3497.

106197H

[World Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3498.

106197G

[Subsequence MEX II](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3499.

106197L

[Not a Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3500.

106197K

[Chain of Suspicion](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3501.

106197N

[Solvable Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3502.

1061970

[Stringmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3503.

106197I

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3504.

106197D

[Thomas Trade](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3505.

106197B

[Partition Addition](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3506.

106197A

[Hinge Arch](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3507.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,025 global accepts · Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[Beng's solution](#)

3508.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[Beng's solution](#)

3509.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Beng's solution](#)

3510.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,304 global accepts · Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[Beng's solution](#)

3511.

106463E

[Street Magician](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3512.

106463C

[Banana Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · last AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3513.

106429D

[Binary Beaver](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3514.

2207H3

[Bowser's Castle \(Hard Version\)](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: — · first AC: 2026-03-09 · last AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers

[Beng's solution](#)

3515.

106258D

[The Hard One](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3516.

106258C

[The Unnecessary One](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3517.

106258B

[The Vanilla One](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3518.

106258A

[The Easy One](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3519.

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-18 · last AC: 2025-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3520.

105255J

[Bridging the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · last AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3521.

105870D

[Scary Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · last AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3522.

105870E

[Polynomial Equation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3523.

102135G

[Digital characteristic](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · PyPy 3-64 (first AC) · Tags: —

[Beng's solution](#)

3524.

105837E

[Sequence Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · last AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Beng's solution](#)

3525.

104002E

[William and Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · last AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Beng's solution](#)

3526.

105666D

[Drawing Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · last AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3527.

105666E

[Inverse Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: —

[Beng's solution](#)

3528.

101733F

[Network Topology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3529.

101821B

[LIS vs. LDS](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · last AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3530.

101821C

[Eat And Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3531.

101821A

[Smart Vending](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3532.

101773E

[Max \$\mathcal{B}\$ -Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3533.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: —

[Beng's solution](#)

3534.

101754D

[Sports Analytics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3535.

101727E

[Backup](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3536.

101727F

[Lying Processors](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3537.

101438F

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3538.

101438A

[Shifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3539.

101439E

[Cluster Connection](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Beng's solution](#)

3540.

101436D

[The Sting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Beng's solution](#)

3541.

101435F

[Cable Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Beng's solution](#)

3542.

101435E

[Points and Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Beng's solution](#)

3543.

100459F

[Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Beng's solution](#)

3544.

100459E

[Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Beng's solution](#)

3545.

100448F

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Beng's solution](#)

3546.

100448E

[Burger Bar](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Beng's solution](#)

3547.

100436F

[Opposite Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Beng's solution](#)

3548.

100436A

[Black moves first and...](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Beng's solution](#)

3549.

100436B

[Byteland Shamans](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: —

[Beng's solution](#)

3550.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3551.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3552.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3553.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3554.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3555.

101242M

[What Really Happened on Mars?](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · last AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3556.

101471A

[Airport Construction](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · last AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3557.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3558.

101471J

[Son of Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3559.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3560.

101471G

[Replicate Replicate Rpflichte](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3561.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3562.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3563.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3564.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3565.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3566.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3567.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3568.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3569.

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3570.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3571.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3572.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3573.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3574.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3575.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3576.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3577.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3578.

102511B

[Beautiful Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · last AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3579.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · last AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3580.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3581.

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3582.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3583.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3584.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3585.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3586.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3587.

103261A

[Um nik's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · last AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3588.

103261J

[Closest Pair Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3589.

103261K

[Interactive Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3590.

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3591.

103261D

[FFT Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3592.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3593.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3594.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3595.

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · Python 3 (first AC) · Tags: —

[Beng's solution](#)

3596.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3597.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3598.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3599.

1533H

[Submatrices](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: — · first AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, bitmasks, data structures, dp

[Beng's solution](#)

3600.

1533I

[Excursions](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: — · first AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, flows, graph matchings, graphs

[Beng's solution](#)

3601.

1533G

[Biome Map](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs

[Beng's solution](#)

3602.

1533F

[Binary String Partition](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: — · first AC: 2021-06-30 · last AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Beng's solution](#)

3603.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[Beng's solution](#)

3604.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-30 · last AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[Beng's solution](#)

3605.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[Beng's solution](#)

3606.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Beng's solution](#)

3607.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[Beng's solution](#)

3608.

1533J

[Pawns](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special

[Beng's solution](#)

3609.

1532F

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: — · first AC: 2021-06-23 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Beng's solution](#)

3610.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[Beng's solution](#)

3611.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Beng's solution](#)

3612.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Beng's solution](#)

3613.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, math

[Beng's solution](#)

3614.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[Beng's solution](#)

3615.

1489F

[Boxes Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Beng's solution](#)

3616.

1489G

[Make It Connected](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[Beng's solution](#)

3617.

1489E

[Books Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Beng's solution](#)

3618.

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Beng's solution](#)

3619.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Beng's solution](#)

3620.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, math

[Beng's solution](#)

3621.

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Beng's solution](#)

3622.

102896I

[Interactive Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · last AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3623.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3624.

102896N

[New Flat](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3625.

102896O

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3626.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3627.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3628.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3629.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3630.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3631.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3632.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3633.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3634.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3635.

1432F

[Platforms Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[Beng's solution](#)

3636.

1432E

[Binary String Minimizing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Beng's solution](#)

3637.

1432D

[Construct the String](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[Beng's solution](#)

3638.

1432C

[Equalize Prices Again](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, math

[Beng's solution](#)

3639.

1432B

[Candies and Two Sisters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, math

[Beng's solution](#)

3640.

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special

[Beng's solution](#)

3641.

100453C

[Rectangles and Connected Regions](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3642.

100453E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3643.

100453B

[Reminders](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3644.

100453A

[Cycles with Common Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3645.

100453F

[Permutation Cube](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3646.

100453D

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3647.

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3648.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · last AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3649.

1357E2

[Root of quantum Fourier transform](#) · [Tutorial](#)

Quality: 53 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3650.

1357E1

[Power of quantum Fourier transform](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: — · first AC: 2020-06-19 · last AC: 2020-06-20 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3651.

1357D5

[Quantum Classification - Dataset 7](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3652.

1357D4

[Quantum Classification - Dataset 6](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3653.

1357D3

[Quantum Classification - Dataset 5](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3654.

1357D2

[Quantum Classification - Dataset 4](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3655.

1357D1

[Quantum Classification - Dataset 3](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3656.

1357A7

[Distinguish Y, XZ, -Y and -XZ](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3657.

1357A5

[Distinguish Rz\(·, ·\) g om Ry\(·, ·\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3658.

1357A6

[Distinguish four Pauli gates](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3659.

1357A4

[Distinguish Rz from R1](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3660.

1357B2

["Is the number divisible by 3?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3661.

1357B1

["Is the bit string balanced?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3662.

1357C2

[Prepare superposition of basis states with the same parity](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3663.

1357C1

[Prepare superposition of basis states with 0s](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3664.

1357A3

[Distinguish H from X](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3665.

1357A2

[Distinguish I, CNOTs and SWAP](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Benq's solution](#)

3666.

1357A1

[Figure out direction of CNOT](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Benq's solution](#)

3667.

1356B2

[Decrement](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: — · first AC: 2020-06-12 · last AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Benq's solution](#)

3668.

1356D2

[Quantum Classification - 2](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: — · first AC: 2020-06-13 · last AC: 2020-06-19 · Q# (first AC) · Tags: *special

[Benq's solution](#)

3669.

1356D1

[Quantum Classification - 1](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special

[Benq's solution](#)

3670.

1356A5

[Distinguish Z from -Z](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[Benq's solution](#)

3671.

1356B1

[Increment](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[Benq's solution](#)

3672.

1356A4

[Distinguish I "— X from CNOT](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[Benq's solution](#)

3673.

1356A3

[Distinguish Z from S](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[Benq's solution](#)

3674.

1356A2

[Distinguish I from Z](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[Benq's solution](#)

3675.

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[Benq's solution](#)

3676.

1356C

[Prepare state \$|0\rangle + |1\rangle\$](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3677.

102621K

[Seal Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3678.

102341D

[Dedenne](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3679.

102341B

[Bulbasaur](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3680.

102192F

[Boolean 3-Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · last AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3681.

102192H

[K-Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3682.

102192C

[City Development](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3683.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3684.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3685.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3686.

102192I

[Make ZYB Happy](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3687.

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Benq's solution](#)

3688.

102192D

[Parentheses Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Benq's solution](#)

3689.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Benq's solution](#)

3690.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Benq's solution](#)

3691.

102192A

[Character Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Benq's solution](#)

3692.

101173I

[Invisible Integers](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Benq's solution](#)

3693.

101190M

[Mole Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Benq's solution](#)

3694.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · last AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Benq's solution](#)

3695.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · Python 3 (first AC) · Tags: —

[Benq's solution](#)

3696.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-02 · Python 3 (first AC) · Tags: *special, dfs and similar, geometry, implementation

[Benq's solution](#)

3697.

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3698.

102354J

[Tree Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3699.

102354B

[Yet Another Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Benq's solution](#)

3700.

102354A

[Square Root Partitioning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Benq's solution](#)

3701.

102354H

[Defying Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: —

[Benq's solution](#)

3702.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3703.

102354C

[Money Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3704.

102201D

[Dijkstra Is Playing At My House](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3705.

102433H

[Pivoting Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3706.

102202B

[Gosu](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3707.

102202E

[Water Knows the Answer](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3708.

102202C

[Voronoi Diagram Again](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3709.

102202A

[Rainbow Beads](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3710.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · last AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3711.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · last AC: 2020-03-21 · PyPy 3 (first AC) · Tags: —

[Beng's solution](#)

3712.

100451I

[Presents](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Beng's solution](#)

3713.

100451D

[Olympic Games in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3714.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3715.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3716.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3717.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · last AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3718.

100886F

[Empty Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · last AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3719.

100886D

[Catenary](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3720.

100886C

[Black and White Board](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3721.

100886E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3722.

100886B

[Game on Bipartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · last AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3723.

100886K

[Toll Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3724.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3725.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3726.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3727.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3728.

102155D

[Lunch Queue](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · last AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3729.

102155E

[Oneness](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · last AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3730.

102155B

[Short Random Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3731.

102155J

[Stairways](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3732.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3733.

102155I

[\$\\$leq\\$\$ or \$\\$geq\\$\$](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3734.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3735.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3736.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3737.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3738.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3739.

102439L

[The only winner](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · last AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3740.

102439G

[Sequence exploration](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · last AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3741.

102439D

[Light show](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Benq's solution](#)

3742.

102439I

[Equal Mod Segments](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3743.

102439A

[Four minutes until BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3744.

102439J

[Boedium](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3745.

102439C

[Cockroach Racing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3746.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3747.

102439B

[Varvara and matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3748.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3749.

102439H

[Nonfibonacci numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3750.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3751.

102538G

[Giant Penguin](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3752.

102536H

[Maggie and Dana's Mass Supper](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3753.

102536G

[Generic Spy Movies](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3754.

1025350

[1\% Genius](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3755.

102538A

[Airplane Cliques](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3756.

102538C

[Cells Blocking](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3757.

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3758.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3759.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3760.

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3761.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3762.

102535R

[The Only Level 3](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3763.

1297I

[Falling Blocks](#) · [Tutorial](#)

Quality: 37 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, data structures

[Beng's solution](#)

3764.

1297H

[Paint the String](#) · [Tutorial](#)

Quality: 53 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dp, strings

[Beng's solution](#)

3765.

1297G

[M-numbers](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dp, math

[Beng's solution](#)

3766.

1297F

[Movie Fan](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, implementation, sortings

[Beng's solution](#)

3767.

1297E

[Modernization of Treeland](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, trees

[Beng's solution](#)

3768.

1297D

[Bonus Distribution](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, sortings

[Beng's solution](#)

3769.

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Beng's solution](#)

3770.

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation, sortings

[Beng's solution](#)

3771.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Beng's solution](#)

3772.

1298F1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Beng's solution](#)

3773.

1298F2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Beng's solution](#)

3774.

1298E

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[Beng's solution](#)

3775.

1298D

[Bus Video System](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, math

[Beng's solution](#)

3776.

1298C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Beng's solution](#)

3777.

1298B

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Beng's solution](#)

3778.

1298A

[Restoring Three Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Kotlin 1.4 (first AC) · Tags: *special, math

[Beng's solution](#)

3779.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · last AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3780.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3781.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3782.

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3783.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3784.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3785.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3786.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Benq's solution](#)

3787.

101630A

[Archery Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Benq's solution](#)

3788.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Benq's solution](#)

3789.

101623C

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · last AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Benq's solution](#)

3790.

101623K

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · last AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Benq's solution](#)

3791.

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Benq's solution](#)

3792.

101623E

[English Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Benq's solution](#)

3793.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Benq's solution](#)

3794.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Benq's solution](#)

3795.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Benq's solution](#)

3796.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Benq's solution](#)

3797.

101623D

[Dunghish](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3798.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3799.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3800.

102441K

[Chess Positions](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · last AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3801.

102441J

[Paternity Testing](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · last AC: 2020-01-14 · GNU C++11 (first AC) · Tags: —

[Beng's solution](#)

3802.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · last AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3803.

102441B

[Redistribution of Digits](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3804.

102441G

[Sum of Distances in Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3805.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3806.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3807.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: —

[Beng's solution](#)

3808.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3809.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3810.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3811.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3812.

102346E

[Exhibition of Clownfish](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · last AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3813.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · last AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3814.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3815.

102423F

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3816.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3817.

102423E

[Fixed Point Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3818.

102412J

[Yet Another Mex Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3819.

102412B

[Alexey the Sage of The Six Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3820.

102412D

[The Jump from Height of Self-importance to Height of IQ Level](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3821.

102412C

[Steel Ball Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3822.

102412H

[Mex on DAG](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3823.

102412G

[AtCoder Quality Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3824.

102412I

[Find the Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3825.

102412E

[Minimums on the Edges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3826.

102412A

[The One Polynomial Man](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3827.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3828.

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3829.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3830.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3831.

102394D

[Driverless Car](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3832.

102394H

[Highway Buses](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3833.

102394G

[Game Store](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · last AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3834.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3835.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3836.

undefined112

[\$a^b - b^a\$](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · PyPy 3 (first AC) · Tags: *special

[Beng's solution](#)

3837.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3838.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3839.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3840.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3841.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3842.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3843.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3844.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3845.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3846.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3847.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3848.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3849.

102394I

[Interesting Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3850.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3851.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3852.

101793C

[Polar map](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3853.

101793D

[Gold paint optimization](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3854.

101793B

[Pen spinning accident](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3855.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2019-07-28 · last AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, math

[Beng's solution](#)

3856.

1193C

[Scissors and Tape](#) · [Tutorial](#)

Quality: 48 global accepts · Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, geometry

[Beng's solution](#)

3857.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees

[Beng's solution](#)

3858.

1192A

[Building Skyscrapers](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: — · first AC: 2019-07-25 · last AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Beng's solution](#)

3859.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[Beng's solution](#)

3860.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Beng's solution](#)

3861.

102154D

[Robomathon](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3862.

102154A

[Addition without carry](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3863.

102154C

[Quick sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3864.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3865.

101175D

[Chips Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-20 · last AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3866.

100513L

[Useful Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3867.

1116B2

[Not A, not B or not C?](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3868.

1116D6

[Hessenberg matrix](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3869.

1116B1

[Distinguish three-qubit states](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3870.

1116D5

[Creeper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3871.

1116D4

[TIE fighter](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3872.

1116C3

[`Is the number of ones divisible by 3?' oracle](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3873.

1116A2

[Generate equal superposition of four basis states](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3874.

1116C2

[`Is the bit string periodic?' oracle](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3875.

1116D3

[X-wing fighter](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3876.

1116D2

[Pattern of increasing blocks](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3877.

1116C1

[Alternating bits oracle](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3878.

1116D1

[Block diagonal matrix](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3879.

1116A1

[Generate state |00'è + |01'è + |10'è](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[Beng's solution](#)

3880.

101793A

[Sledding down the mountain](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Beng's solution](#)

3881.

101510D

[Drama](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3882.

101223D

[Beach Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3883.

101223B

[Fighting the Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3884.

101223A

[Pie Progress](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3885.

101222C

[Fighting the Zombie](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · last AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3886.

101222B

[Lazy Loading](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3887.

101222A

[Progress Pie](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3888.

100869D

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3889.

100869B

[High Security](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3890.

100869C

[The Price is Correct](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3891.

100869A

[Boomerang Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)

3892.

100169E

[Tetrahedron Inequality](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Beng's solution](#)